

Class Diagram

Model

Hand	
constructor	Hand(name="Dealer")
properties	name
	total
methods	get(card)
	clear()
	open()

PlayerHand	
constructor	PlayerHand(name)
methods	earn_chips(n)
	lose_chips(n)

inherits

Card	
constructor	Card(suit, rank, face_up=True)
properties	suit
	rank
	face_up
	value
method	flip()
static method	fresh_deck()

Deck	
constructor	Deck()
method	next(open=True)

Controller

BlackjackController	
constructor	BlackjackController(name)
method	play()

Reader	
static method	register()
	ox(message)

View

main()	
BlackjackController(name).play()	

