Blackjack + Class Diagram

Model

Card

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

Hand

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

Deck

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

Controller

BlackjackController

constructor	`BlackjackController(name, chips)`
properties	`tries`
	`wins`
	`chips`
method	`play()`

main()

`BlackjackController(name, chips).play()`

View

View

static methods	`login()`
	`ox(message)`
	`load_members()`
	`store_members(members)`
	`show_top5()`