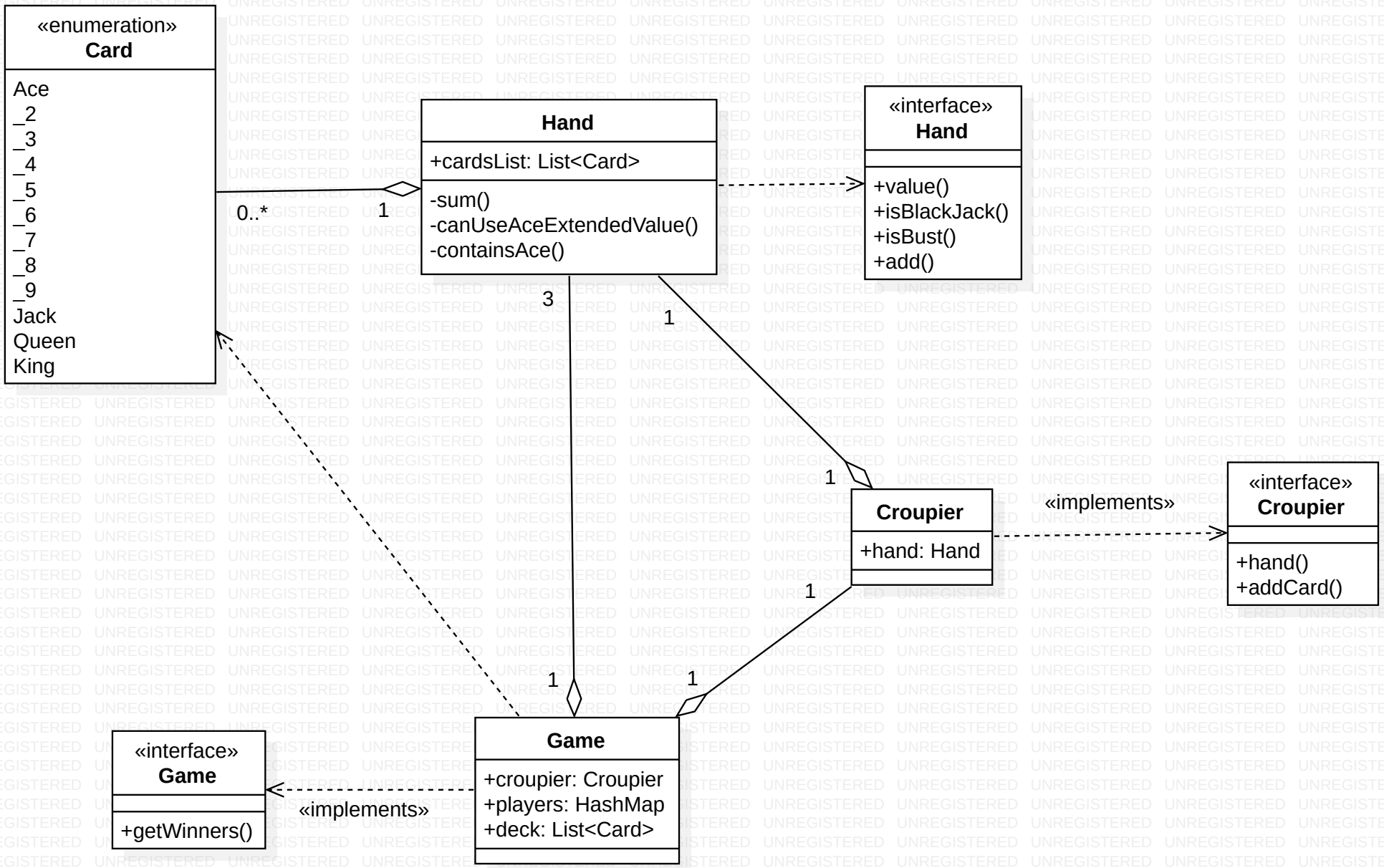
Model::Main


«enumeration»
Card
Ace
_2
_3
_4
_5
_6
_7
_8
_9
Jack
Queen
King
0..*
1
Hand
+cardsList: List<Card>
-sum()
-canUseAceExtendedValue()
-containsAce()
«interface»
Hand
+value()
+isBlackJack()
+isBust()
+add()
3
1
1
Croupier
+hand: Hand
«implements»
«interface»
Croupier
+hand()
+addCard()
1
1
1
«interface»
Game
+getWinners()
«implements»
Game
+croupier: Croupier
+players: HashMap
+deck: List<Card>