

```
class BaccaratGame{
```

**CLASS NOTES:**

- This is the calling object from main, the rest of the classes will be called from BaccaratGame

- 

**DATA MEMBERS:**

ArrayList<Card> playerHand

- 3 cards max per player

ArrayList<Card> bankerHand

- 3 cards max per player

BaccaratDealer theDealer

- 

BaccaratGameLogic gameLogic

- 

double currentBet

- Set at 0

double totalWinnings

- Set at 0

**METHODS:**

public double evaluateWinnings()

- Determine whether either the player or Banker has won or tied
- This is done after each round

```
}
```

```
class BaccaratGameLogic
```

```
{
```

**CLASS NOTES:**

- This will be called as an object inside of BaccaratGame

**METHODS:**

public String whoWon(ArrayList<Card> hand1, ArrayList<Card> hand2)

- 

public int handTotal(ArrayList<Card> hand)

- 

public boolean evaluateBankerDraw(ArrayList<Card> hand, Card playerCard)

- 

public boolean evaluatePlayerDraw(ArrayList<Card> hand)

- Call handTotal

```
}
```

```
class BaccaratDealer{
```

**CLASS NOTES:**

- 

**DATA MEMBER:**

ArrayList<Card> deck;

- Just Deck

**METHODS:**

public void generateDeck()

- Make cards
- Call shuffle()

public ArrayList<Card> dealHand();

- Will return two cards in a list
  - To one player or one card for EACH player?

public Card drawOne()

- Next card that boolean is false, give it to hand;

public void shuffleDeck();

- Collections.shuffle()
- Set dealt to false

public int deckSize();

- Size at all times, check boolean value

}

class Card{

**CLASS NOTES:**

- Is the final called object of the classes
- This will contain a single card with it data member

**DATA MEMBER:**

String suite

- "C"

int value

- Game value: if A = 1, if 9 = 9, if 10 = 0.

Char faceValue

- The actual face value

Image CardFront

- Optimized with in class

Image CardBack

- Optimized with in class

Boolean Dealt

- Check if the card is in the trash

**Constructor:**

Card(String theSuite, int theValue);

- Two arrays, both string
  - One with FaceValues
  - One with Suit
- Card("suite", faceValue);
- Logic to determine game value

- String Concert. to find picture files for fronts
- Back pictures are all the same
- Boolean of dealt set to False

}