Blackjack UML Class Diagram

CARD

-suit: String
-value:int

+setAce(int choice)

DECK

deck[]: Card

+shuffle()

HAND

-pointTotal: Int
-hand[]: Card

PLAYER

- bet: Int
- isGuest: Boolean
- hand: Hand
- isTurn: Boolean

+ requestChips()
+ hit() : Card
+ stand()
+ sendMessage(m: Message)
+createAccount(username: String, email: String, firstName: String, LastName: String, password: String)
+ joinTable(tableID: String)
+ createTable()
+ viewTableChat()
+ sendTableChat(c: Chat)

MESSAGE

- sender: Player
- message: String
- recipient: String

CHAT

- messages: Message (Stack)
- chatLength: Int
- isRead: Boolean

+ pushMessage(message: String): Int
+ checkRead()
+ openMessage()

TABLE

- payoutInput: Int
- payoutOutput: Int
- seatCount: Int
- increment: Int
- minBetCount: Int
- maxPlayerCount: Int
- minBet: Int
- maxBet: Int
- host: Player
- Player []

+ dropTable()
+ setRatio(payoutInput: Int, payoutOutput: Int)

GAME

deck: Deck
table: Table

+deal()
+playerTurn()
+endGame()