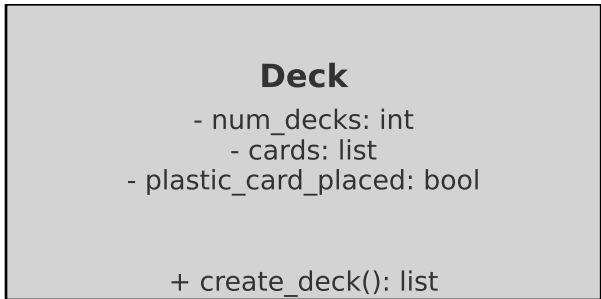




+ card\_value(): int  
+ \_\_repr\_\_(): str



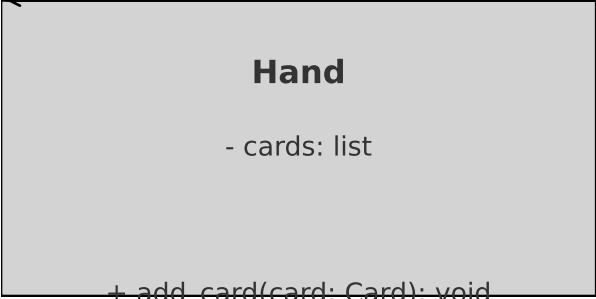
+ create\_deck(): list  
+ shuffle\_deck(): void  
+ draw\_card(): Card  
+ reset\_deck(): void



+ make\_move(): void  
+ bet(amount: int): void  
+ win(): void  
+ lose(): void



+ dealer\_turn(): void



+ add\_card(card: Card): void  
+ calculate\_total(): int  
+ is\_busted(): bool



+ deal\_cards(): void  
+ play\_round(): void  
+ compare\_results(): void  
+ reset\_game(): void

