**Black Jack: Part 5 – The Dealer Class**

**DealerTestOne.java       Dealer.java       Card.java       BlackJackCard.Java       Deck.java**

**Player.java**

Write the Dealer class that extends the Player class. The dealer will always hit if the hand value is less than or equal to 16. Use all the previous classes you have written.

The Dealer Class will be

```
//define Dealer class here
        //instance variable - Deck
        //constructors
        //method to shuffle
        //method to deal a card
        //hit method goes here
```

The DealerTestOne Class will be

```
import static java.lang.System.*;
import java.io.*;

public class DealerTestOne
{
        public static void main( String args[] )
        {
                //Code to test the Dealer
                Dealer dealer = new Dealer();
                Player player = new Player();

                dealer.shuffle();

                player.addCardToHand(dealer.deal());
                dealer.addCardToHand(dealer.deal());
                player.addCardToHand(dealer.deal());
                dealer.addCardToHand(dealer.deal());

                int playerTotal = player.getHandValue();
                int dealerTotal = dealer.getHandValue();

                out.println("PLAYER ");
                out.println("Hand Value :: " + playerTotal );
                out.println("Hand Size :: " + player.getHandSize() );
                out.println("Cards in Hand :: " + player.toString() );
                out.println("\nDEALER ");
```

```
            out.println("Hand Value :: " + dealerTotal );
            out.println("Hand Size :: " + dealer.getHandSize() );
            out.println("Cards in Hand :: " + dealer.toString() );

            if(playerTotal>21&&dealerTotal<=21)
            {
              out.println("\nDealer wins - Player busted!");
            }
            else if(playerTotal<=21&&dealerTotal>21)
            {
              out.println("\nPlayer wins - Dealer busted!");
            }
            else if(playerTotal>21&&dealerTotal>21){
              out.println("Both players bust!");
            }
            else if(playerTotal<dealerTotal){
              out.println("\nDealer has bigger hand value!");
            }
            else{
              out.println("\nPlayer has bigger hand value!");
            }
        }
}
```

A Sample Output will be

```
PLAYER
Hand Value :: 13
Hand Size :: 2
Cards in Hand :: hand = [NINE of CLUBS | value = 9, FOUR of SPADES | value = 4] -  #
wins 0

DEALER
Hand Value :: 15
Hand Size :: 2
Cards in Hand :: hand = [FIVE of DIAMONDS | value = 5, TEN of CLUBS | value = 10] -
# wins 0

Dealer has bigger hand value!
```