BlackJackGame - Class Diagram

BlackJack Game

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BaseBjPlayer

- playerName : String
bust : boolean
diff : int
myCardList : List<Card>

+ addCard(Card c) : void
+ showMyCards() : void
+ getSum() : int
+ *judgeHit() : boolean*

<<interface>>
DealerTask

+ addBjPlayer() : void
+ getPlayerNameList() : List<Stiring>
+ startGame() : void
+ showMyFirstCard() : void

<<interface>>
CardManagerTask

+ init() : void
+ getRandomCard() : Card

TestBjPlayer

BjPlayer

BjDealer

- cardManager : CardManager
- bjPlayerList : List<BaseBjPlayer>

- judgeGame()

CardManager

- cardMark : String[]
- cardList : List<Card>

TestCardManagerToWin

- cardMark : String[]
- cardList : List<Card>

TestCardManagerToLose

- cardMark : String[]
- cardList : List<Card>

TestCardManagerToDraw

- cardMark : String[]
- cardList : List<Card>

Card

- mark : String
- number : String

+ getMark() : String
+ getIntNumber() : String
+ getStringNumber() : String
+ hashCode() : int
+ equals(Object obj) : boolean
+ toString() : String