

# UML

*class:* **game**(number\_of\_players)  
*attributes:* players, deck  
*methods:* start(), update(),  
winnings(), run(), reset()

*class:* **deck**(size=1)  
*attributes:* \_\_suits, \_\_faces, cards,  
used  
*methods:* shuffle(), draw(),  
add\_plastic(), reset()

*class:* **player**(num, name='Player',  
strategy=1)  
*attributes:* countingSum, dealerCard,  
hand, points, bank, threshold  
*methods:* draw\_card(),  
make\_move(), update\_points,  
reset(), \_\_repr\_\_()

*function:* **simulate**(number\_of\_players,  
strategy='CC', threshold=-2)  
*variables:* game, scores