UML

class: **game**(number_of_players)
attributes: players, deck
methods: start(), update(),
winnings(), run(), reset()

class: **player**(num, name='Player',
strategy=1)
attributes: countingSum, dealerCard,
hand, points, bank, threshold
methods: draw_card(),
make_move(), update_points,
reset(), __repr__()

class: **deck**(size=1)
attributes: __suits, __faces, cards,
used
methods: shuffle(), draw(),
add_plastic(), reset()

function: **simulate**(number_of_players,
strategy='CC', threshold=-2)
variables: game, game_winnings,
round_winnings