

Class BoardGameBlackJack
<div>- ListOfUserHand : List<UserHand></div> <div>- cardPackage : CardPackage</div> <div>- bet : Bet</div> <div>- action : ActionBlackJack</div>
<div>+ giveCardToUser() : void</div> <div>+ countValueOfUserHand(UserHand userHand) : int</div> <div>+ userBet(int valueOfBet) : void</div> <div>+ verifyBlackJack() : boolean</div> <div>+ setAction(ActionBlackJack action) : void</div> <div>+ endParty() : void</div> <div>+ giveTokenBet(UserHand, userHand) : void</div>

Class InterfaceBlackJack

Interface ActionBlackJack
<div>action(UserHand userHand) : void</div>

Class ActionHit
<div>+ action(UserHand userHand) : void</div>

Class ActionSurrender
<div>+ action(UserHand userHand) : void</div>

Class ActionDouble
<div>+ action(UserHand userHand) : void</div>

Class ActionSplit
<div>+ action(UserHand userHand) : void</div>

Class ActionStand
<div>+ action(UserHand userHand) : void</div>

Class ActionCroupier
<div>+ action(UserHand userHand) : void</div>

Class ActionInsurance
<div>+ action(UserHand userHand) : void</div>

Class Card
<div>- value : int</div> <div>- rank : String</div> <div>- color : String</div>

Class Card
<div>- cardPackage : CardPackage</div> <div>- numberOfCard : int</div> <div>+ drawCard() : Card</div> <div>+ removeCard(int cardIndex) : void</div> <div>+ mixCardPackage() : void</div> <div>+ initCardPackage() : void</div>

Class SlotMachine
<div>- slot1 : String[]</div> <div>- slot2 : String[]</div> <div>- slot3 : String[]</div> <div>- bet : Bet</div>
<div>+ userBet(int valueOfBet) : void</div> <div>+ useSlotMachine() : void</div> <div>+ verifySlot() : void</div> <div>+ giveTokenBet(User user) : void</div>

Class InterfaceSlotMachine

Interface SlotMachineCombinationThreeWin
<div>gain() : int</div>

Class SlotMachineCombinationThreeWin
<div>+ gain() : int</div>

Class SlotMachineCombinationThreeWin
<div>+ gain() : int</div>

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<div>+ gain() : int</div>

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<div>+ gain() : int</div>

Class SlotMachineCombinationThreeWin
<div>+ gain() : int</div>

Package
Card[]
CardPosition() : void
CardPosition() : void

Class UserHand
- hand : List<Card>
- user : User
+ addCard(Card card) : void
+ removeCard(Card card) : void

Class User
- pseudo : String
- numberOfToken : int
- amountOfMoney : int
- email : String
- rank : String
+ getToken() : void
+ getMoney() : void
+ addToken(int numberOfToken) : void
+ addMoney(int amountOfMoney) : void
+ removeToken(int numberOfToken) : void
+ removeMoney(int amontOfMoney) : void

Class Bourse
- user : User
- listOfExchange : List<Exchange>
+ getExchanges() : void
+ verifyToken() : boolean
+ verifyMoney() : boolean
+ verifyRankAdmin() : boolean
+ modifyExchange(int position, int newValueSend, int newValueReceive) : void

Class

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Class Exchange
- nameObjectSend : String
- quantityObjectSend : int
- nameObjectReceive : String
- quantityObjectReceive : int

Class Bet
- valueOfBetTotal : int
- listOfBetUser : List<Integer>
- listOfUser : List<User>
+ addBet(int valueOfBet, User user) : void
+ removeBet(int valueOfBet, User user) : void
+ addUser(User user) : void