Class BoardGameBlackJack

- ListOfUserHand : List<UserHand>
- cardPackage : CardPackage
- bet : Bet
- action : ActionBlackJack

+ giveCardToUser() : void
+ countValueOfUserHand(UserHand userHand) : int
+ userBet(int valueOfBet) : void
+ verifyBlackJack() : boolean
+ setAction(ActionBlackJack action) : void
+ endParty() : void
+ giveTokenBet(UserHand, userHand) : void

Class InterfaceBlackJack

Interface ActionBlackJack

action(UserHand userHand, CardPackage cardPackage) : void

Class ActionHit

+ action(UserHand userHand, CardPackage cardPackage) : void

Class ActionSurrender

+ action(UserHand userHand, CardPackage cardPackage) : void

Class ActionDouble

+ action(UserHand userHand, CardPackage cardPackage) : void

Class ActionSplit

+ action(UserHand userHand, CardPackage cardPackage) : void

Class ActionStand

+ action(UserHand userHand, CardPackage cardPackage) : void

Class ActionCroupier

+ action(UserHand userHand, CardPackage cardPackage) : void

Class ActionInsurance

+ action(UserHand userHand, CardPackage cardPackage) : void

Class Card

- value : int
- rank : String
- color : String

Class CardPackage

- cardPackage : Card[]
- numberOfCard : int

+ drawCard() : Card
+ removeCard(int cardPosition) : void
+ mixCardPackage() : void
+ initCardPackage() : 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
- password : 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

Interface SlotMachineCombination

gain() : int

Class SlotMachineCombinationThreeSeven

+ gain() : int

Class SlotMachine

- slot1 : String[]
- slot2 : String[]
- slot3 : String[]
- bet : Bet

+ userBet(int valueOfBet) : void
+ useSlotMachine() : void
+ verifySlot() : void
+ giveTokenBet(User user) : void

Class Exchange

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

Class SlotMachineCombinationThreeBar

+ gain() : int

Class SlotMachineCombinationThreeCerise

+ gain() : int

Class InterfaceSlotMachine

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
+ resetBet() : void

Class SlotMachineCombinationThreeWatermelon

+ gain() : int

Class SlotMachineCombinationThreeDifferent

+ gain() : int