UML Diagram

class : Cards
attributes : rank   suits
methods : value (), __ str __

class : Decks
attributes : num_deck
methods : plastic(), get_deck (num_deck), shuffle_deck(),
          draw() , __ str __ ()

class : Dealer
attributes : hand_value , reveal
methods : dealer_draw (deck) , hit (deck) ,
          count_cards () , dealer_shown ()

class : Player
attributes : chips , name , hand_value
methods : hit (card) , pay_out (amount) , deduct (amount) ,
          bet (bet_amount) , stand () , double_bet () , play () ,
          count_cards () , player_shown ()

class : Players (Player)
methods : bet (), play (deck)

class : New Player (Player)
attributes : chips , name , threshold
methods : update_count (card) , bet () , play (deck) , count_cards () ,
          player_shown ()