

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()

