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Lab 6 -UML Diagram

Dealer

-hand: Hand

+__init__()
+add_card_to_hand(card: Card): None
+clear_hand(): None
+strategy_turn(deck: Deck): None

BlackJack

-players: list
-dealer: Dealer
-deck: Deck

+__init__(num_players:int)
+reset_game(): None
+continue_playing(): bool
+start_game(): None
+play_round(): None
+check_winner(): None
+determine_winner(): None
+display_winner(): None

Hand

-cards: list

+__init__()
+add_card(card: Card): None
+hand_value(): int
+clear_hand(): None

Text

Text

Deck

-num_of_decks: int
-cards: list<Card>
-plastic_card_pos: int

+__init__(num_of_decks: int)
+make_deck()
+shuffle()
+draw_card(): Union[Card, str]
+if_plastic_reached_then_shuffle(): bool
+reset_deck()
+__str__(): str

Card

-suit: str
-value: str and int

+__init__(suit:: str, value: str)
+__str__(): str

Player

-player: str
-hand: Hand
-chips: int
-bet_amount: int

+__init__(player: str)
+place_bet(bet_amount: int): bool
+bet_won(): None
+bet_lost(): None
+bet_tied(): None
+make_decision(): str
+add_card_to_hand(card: Card): None
+clear_hand(): None