UML by:

Game

No instance variables

+ static main(args: String[])

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Player

- name : String

- balance : int

- hand : Hand

+ hit()

+ stand()

+ double()

+ split()

+ getInsurance()

Dealer

- hand : Hand

- shoe : Shoe

- startGame()

- deal()

- shuffleShoe()

Card

- suit : String

- rank : String

- value : int

+ Card()

+Card(suit: Str, rank: Str, value: int)

+ getSuit() : String

+ getRank() : String

+ getValue() : int

+ changeAce()

+ toString() : String

Hand

- hand: ArrayList<Card>

- total : int

+ Hand()

+ addCard(Card : card)

+ checkBlackJack() : boolean

+ checkBust() : boolean

+ checkCharlie() : boolean

+ toString() : String

Shoe

- shoe: ArrayList<Card>

- numDecks : int

+ Shoe()

+ Shoe(numDecks : int)

+ getShoe() : Card

+ getCard() : Card

+ shuffleCards()

+ toString(): String

Deck

- deck: ArrayList<Card>

+ Deck()

+ getDeck()

+ drawCard() : Card

+ shuffleDeck()

+ resetDeck()

+ toString: String