Class main\_ass2

|  |
| --- |
| Attribute |
| + c : card() |
| + txt\_your\_money : JLabel |
| + bet\_btn : JButton |
| + window : JFrame |
| + numberField : JTextField |
| + yourFlag\_addCard : Boolean |
| + dealerFlag\_addCard : Boolean |
| + x\_yourScore : int |
| + x\_dealerScore : int |
| Method |
| + main\_ass2() |
| + actionPerformed(event event) : void |
| + main(String[] args) : void |

Class card

|  |
| --- |
| Attribute |
| + cards : HashMap <String , Integer> |
| + type\_card : String[] |
| + name\_card : String[] |
| + your\_monney : Int |
| + spades : String |
| + hearts : String |
| + diamonds : String |
| + clubs: String |
| Method |
| + card() |
| + check\_type\_card (String typeCard1, String typeCard2, String typeCard3) : Int |
| + Random (int arr\_size) : Int |
| + getPoint (int point) : Int |
| + getPointCard (String card) : Int |
| + isNumeric (String str) : Boolean |

GUI

รูปภาพประกอบด้วย ข้อความ

คำอธิบายที่สร้างโดยอัตโนมัติ