**CSCI 1370: SOFTWARE DEVELOPMENT WITH JAVA**

Priyanka Kumari

2097792

Problem Solving:

1. **Understand the Problem (Objectives, Specified Tasks, Implied Tasks)   
   Deliverable: Problem Specification:**   
    **Objectives/ Requirements:** A card game application  
    **Outputs:** Score of dealer < Score of players, Winner  
    Score of dealer =Score of players, Dealer  
    Score of dealer > Score of players, Loser  
    **Inputs:** Player balance bet and amount   
    **Assumptions:** All balance is integer number  
    **Constraints:** Multiple players (2-5)
2. **Design a Solution:   
   Deliverables:   
    - Test Plan (Filled in after Implementation)** Multiplayer (2-5), checking score of dealer and player.  **- Planned Solution using: List of Steps/Pseudo Code/UML Diagram/Flow Diagram   
   Diagram

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    - Develop Test Plan (must cover all tasks/requirements, can’t always cover all possibilities)** Multiplayer (2-5), checking score of dealer and player
3. **Implement Solution Deliverable: A working prototype   
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4. **Execute Test Plan Deliverable: Completed Test Plan with Recommendations/Fixes   
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