Back:

**Attributes:**

* Dealer Hand (list)
* Dealer Score (int)
* Hit or stay (Boolean)

**Relationships:**

**Generalization (is a kind of):** none

**Aggregation (has parts):** none

**Other Associations:** Player, Main, Rounds, Deal, Winner

Front:

**Class Name**: Dealer **ID:** 7 **Type:** Concrete, Domain

**Description:** Plays against players and accepts bets on game.

**Associated Use Cases:** Fill Cards/Shuffle, Deal 2 Cards, Get Player/Dealer Score, Hit or Stay, Get card values, Deal 1 card, Get Winners, Check balance to continue, Pay out bet.

**Responsibilities:** Fill deck, shuffle cards, deal 2 cards to each player and 2 to self. Accept bets, allow player to hit or stay. Get score for dealer hand, hit on < 17, stay on >= 17 and <=21. Calculate scores for winners, pay out or take bet depending on results.

**Collaborators**: Player, Main, Rounds, Deal, Winner