Back:

**Attributes:**

* Deck (list)
* Dealer hand (list)
* Player hand(list)
* Player score (int)
* Dealer score (int)

**Relationships:**

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

**Aggregation (has parts):** none

**Other Associations:** Player, Dealer, Main

Front:

**Class Name**: Deal **ID:** 2 **Type:** Concrete, Domain

**Description:** Create deck and deal cards

**Associated Use Cases:** Fill Cards/Shuffle, Deal 2 Cards, Get Player/Dealer score

**Responsibilities:** Fill deck with 52 cards, shuffle the deck. Deal 2 cards for each player, and 2 cards for the dealer. Assign card values to each player and dealer for score to move into the round.

**Collaborators**: Player, Dealer, Main