Back:

**Attributes:**

* Player score (int)
* Dealer score (int)
* Score status (Boolean)

**Relationships:**

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

**Aggregation (has parts):** none

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

Front:

**Class Name**: Rounds **ID:** 3 **Type:** Concrete, Domain

**Description:** Move into player and dealer round

**Associated Use Cases:** Hit or Stay, Deal 1 card, Get card values

**Responsibilities:** Get and display player score, give option to hit or stay. Deal card if player hits, move to next player if player stays. Show dealer cards. Get and display dealer score, hit if score is less then 17. Stay if score is between 17 and 21. Display blackjack if dealer or player have 21.

**Collaborators**: Player, Dealer, Main, Deal