

Class Project

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Bridge
Pattern

State
Pattern

Client

<<Abstract Class>>
CardGame

+gameTye()

<<interface>>
Dealer

+deal();

Person

- bettingState:State
- playingState:State
- doneState:State
- state:State

+ placeChips()
+ play()
+ fold()
+ leaveTable()

<<interface>>
State

+ placeChips()
+ play()
+ fold()
+ leaveTable()

BettingState

Blackjack

-gameName: String

+gameType()
+getGameName()

Poker

-gameName: String

+gameType()
+getGameName()

CardTable

+ deal()

Facade
Pattern

FacadeClass

+ welcomPlayer:
WelcomeToGame
+ playerFunds:
PlayerBalance
deck:Deck

+ playerWallet(double
playerWallet)
+ placeBet(double
playerBet)
+startPlaying(double
playerWallet, double
playerBet)

WelcomeToGame

+welcomeToGame()

Deck

+ cards: ArrayList<Card>

+ buildDeck()
+ shuffleDeck()
+ removeCard(int i)
+ getCard(int i)
+ addCard(Card addCard)
+ moveAllToDeck(Deck moveTo)
+ draw(Deck comingFrom)
+getHandValue()

PlayerBalance

- playerWallet:double
- playerBet:double

+ lost(double playerBet)
+wim(double playerBet)
+playerHasEnoughMoney(double
cashToBet)

Card

+ value: Value
+ suit: Suit

+ toString()

<<enum>>
Value

+HEARTS
+DIAMONDS
+CLUBS
+SPADES

<<enum>>
Suit

+TWO(2)
+THREE(3)
+FOUR(4)
+FIVE(5)
+SIX(6)
+SEVEN(7)
+EIGHT(8)
+NINE(9)
+TEN(10)
+JACK(10)
+QUEEN(10)
+KING(10)
+ACE(11)