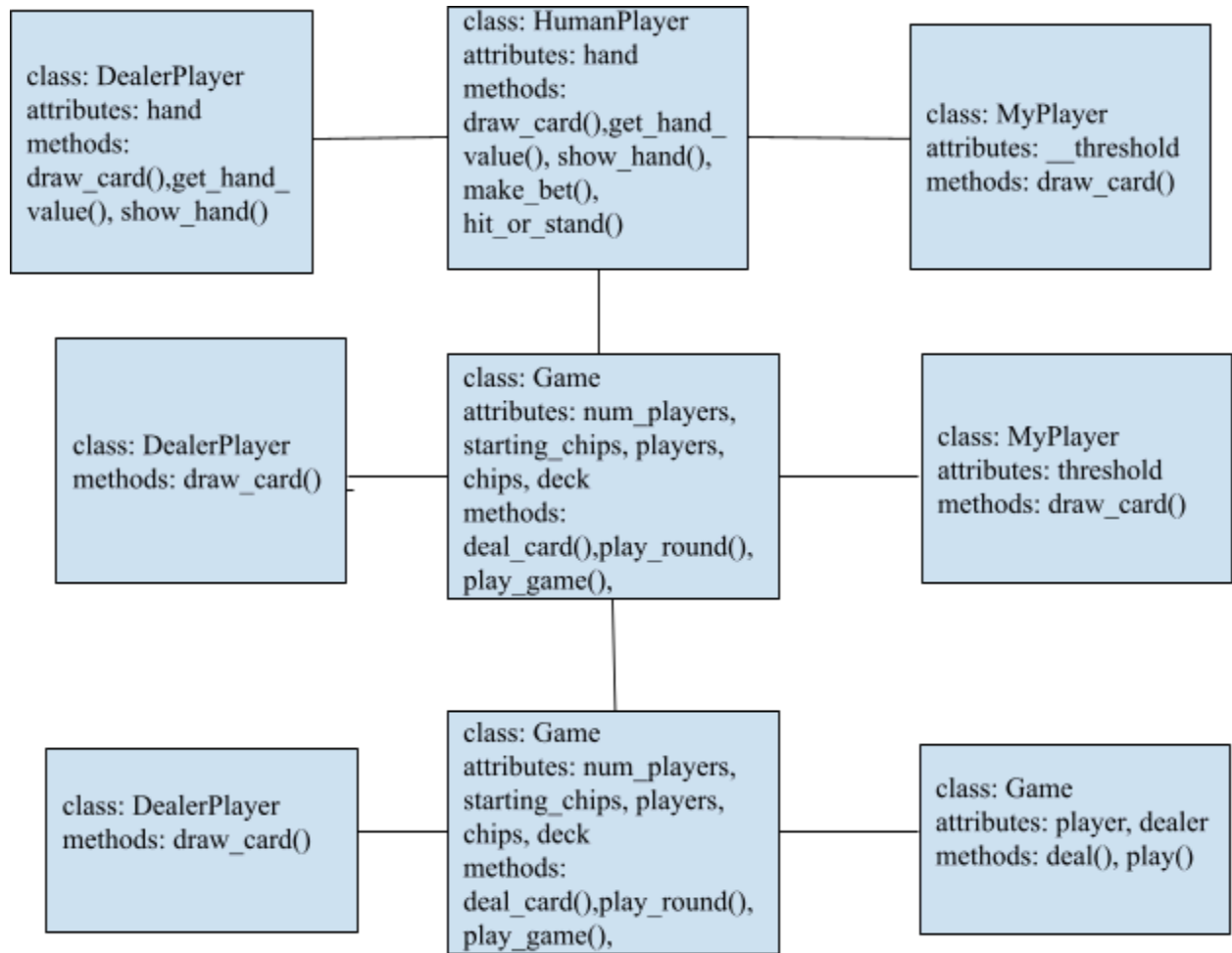
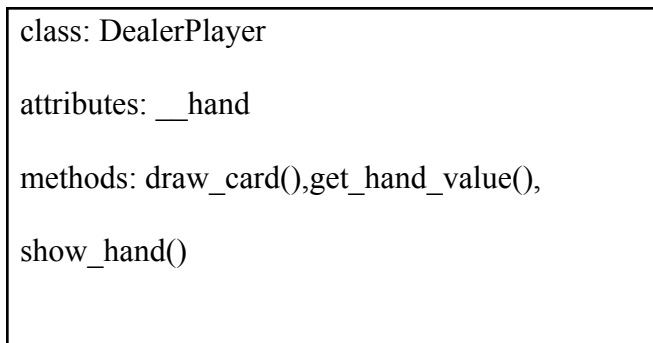


Question 2 and 3



UML DIAGRAM



Question 2 and 3

```
class: HumanPlayer  
  
attributes: __hand  
  
methods: draw_card(), get_hand_value(),  
show_hand(), make_bet(), hit_or_stand()
```

```
class: MyPlayer  
  
attributes: __threshold  
  
methods: draw_card()
```

```
class: DealerPlayer  
  
methods: draw_card()
```

Question 2 and 3

class: Game

attributes: num_players, starting_chips,
players, chips, deck

methods: deal_card(), play_round(),
play_game()

class: MyPlayer

attributes: threshold

methods: draw_card()

class: DealerPlayer

methods: draw_card()

Question 2 and 3

```
class: Game  
  
attributes: num_players, starting_chips,  
players, chips, deck  
  
methods: deal_card(), play_round(),  
play_game()
```

```
class: Player  
  
methods: draw_card(), get_value(),  
get_hand()
```

Question 2 and 3

class: Game

attributes: player, dealer

methods: deal(), play()