Blackjack Game
Savanna Dodson

Deck(contains all the cards)

Variables:
-int Size(the amount of cards in the deck)
-int remainingAmount(cards left in the deck)

Methods:
- deal() deals out cards to the players
- shuffle() shuffles the cards *rando
-reset() starts the deck back over

Card

Variables:
-int rank(where it ranks in the deck)
-int value(number of the card)

Methods:
-setRank() sets the suit
-setValue() sets the # value on card
-getRank() gets the suit
-getValue() gets the #value
-print() prints out the card suit & #

Player

Variables:
- int amountMoney(how much money they have)
-string name(identifies the player)
-int Hand(what cards the player has)
-int Total(amount of money won/lost)

Methods:
- bet() Amount the player is betting
-win() How much money the player will win
-hit() gets a card and the value of the hand goes up

Hand

Variables:
- int sizeOfHand
-int remainingHand

Methods:
- Shuffle() re-arrange the deck of cards
-Sort() put cards in order in your hand
-Discard() player chooses a card to remove

Game

Variables:
- int AmountOfPlayers (all the people playing in the game)
- string DealerOrPlayer (decides whether dealer or player)
- int deal (call deck class to deal out cards)

Methods:
- Print() prints out the cards the dealer dealt
- AcceptBets() Accepts the bets from players
- DealCards() deals out the cards to the players
- Hit() when the dealer hits