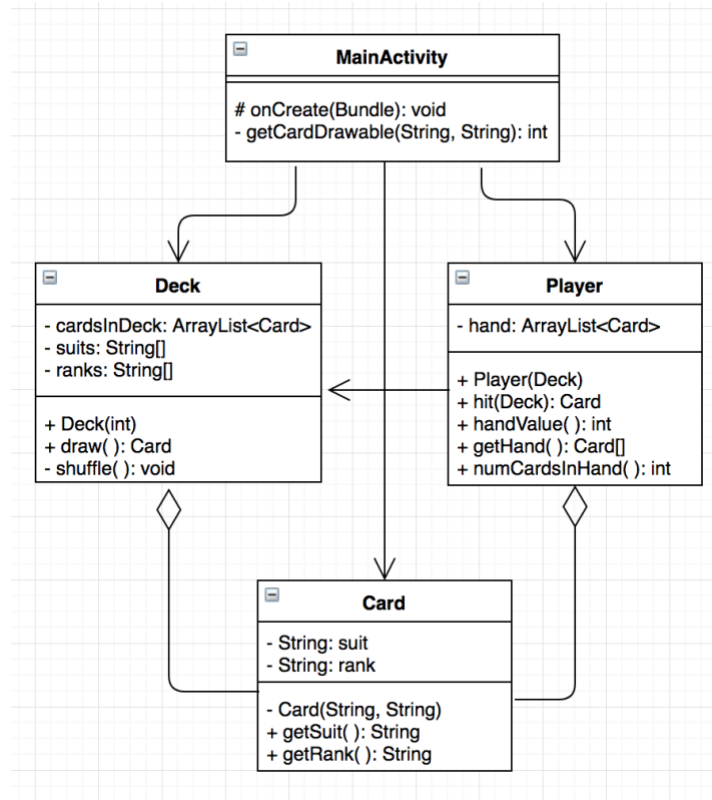


Sydney Pugh
Dr. Raunak
CS.482.01
6 October 2018

Asgn01: Design Description



Card – This class represents a playing card. A card object simply holds the details of a card.

Deck – The Deck class represents a single deck of 52 playing cards. A Deck object is responsible for the maintaining the state of the deck, drawing a card from the deck, and shuffling the cards in the deck. This class uses the Card class to make its structure; the deck is represented as an array of Card objects.

Player – The Player class represents a player in the Blackjack game. A player object is responsible for the maintaining the player's hand, placing a new card into the player's hand, and evaluating the value of a player's hand. This class uses the Card class to represent the player's hand and the Deck class to draw cards into the player's hand.

MainActivity – The MainActivity class is the controller of the SimpleBlackjack application. This class uses the Deck, Player, and Card classes to run the game.

Demo Link: <https://youtu.be/ax7iJ8ROsRU>

Repository: <https://github.com/sfpugh/cs482-asgn01>