

Main
+main(args : String[]) : void

Player
-name : String
+Player(name : String)
-players *

BlackjackPlayer
-hand : Hand
+BlackjackPlayer(name : String)
+hit(deck : Deck) : void
+getScore() : int
+toString() : String
-player 1

Hand
-cards : BlackjackCard
+Hand()
+addCard(card : BlackjackCard) : void
+getScore() : int
+getCards() : ArrayList<BlackjackCard>
+toString() : String

Game
-name : String
-players : Player
+Game(name : String)
+getPlayers() : ArrayList<Player>
+setPlayers(players : ArrayList<Player>) : void

BlackjackGame
-deck : Deck
-player : BlackjackPlayer
-dealer : Dealer
-scanner : Scanner
+BlackjackGame(playerName : String)
+startGame() : void
+checkWinner() : void

Dealer
+Dealer()
+playTurn(deck : Deck) : void
+getFirstCard() : BlackjackCard

Deck
+Deck()
+dealCard() : BlackjackCard

GroupOfCards
#cards : Card
+GroupOfCards()
+getCards() : ArrayList<Card>
+shuffle() : void

Card
+toString() : String

BlackjackCard
-suit : String
-rank : String
-value : int
+BlackjackCard(suit : String, rank : String, value : int)
+toString() : String

