Players

* .Name (String)
* .Can\_Play (boolean)
* .Earnings (int)
* .Bet (int)
* .Push (int)
* .Sum\_Of\_Hand (int)
* .Hand (String[])
* .Set\_Can\_Play()
* .Set\_Bet()
* .Set\_Earnings()
* .Set\_Push()
* .Reset\_Hand()
* .Delta\_Money()
* .Keep\_Playing()
* .Sum\_Hand()
* .Hit\_Or\_Stay() (String)
* .Receive\_Card()

Need to do

* Increase\_Bet

Game

* .Turn = 0 (int)
* .Round = 0 (int)
* .Minimum\_Bet = 0 (int)
* .Buy\_In = 0 (int)
* .Total\_Players (int)
* .Curr\_Player = 0 (int)
* .Curr\_Deck (String[])
* .Junk\_Pile (String[])
* .Players (Player[])
* .Initiate()
* .Start\_Round()
* .End\_Round()
* .Play\_Turn()
* .Add\_Players()
* .Remove\_Players()
* .Deal\_To\_Players()
* .Build\_Deck()
* .Remove\_Card()
* .Hand\_To\_Junk()
* .Empty\_Junk()

Need to do

* Award\_Players