

Task 2 Report

Implemented with 3 classes including 'CardDeck', 'Blackjack', and 'Player'. I've added 'Player' class to store each player's data i.e. hand, value.

Player

- name : string
- hand : list
- value : list
- status : string
- score : int

- + adjust_hand(card_draw:list)
- + update_score(value:int)

Blackjack

- + bj_deck : CardDeck()
- + player : list
- + computer_hand : list
- + computer_hand_value : list
- + computer_hand_status : string
- + computer_score : int

- + add_player(name:string)
- + start()
- + adjust_player_hand(index:int)
- + check_all_player_value() : list
- + adjust_computer_hand()
- + display_player_hand(index:int)
- + display_computer_hand()
- + decision()

CardDeck

- card_deck : list

- + shuffle()
- + draw_cards(n:int) : list