

## blackjack

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### **private int dealerCount**

- Keeps track of the total of the dealer's hand

### **private String dealerHand**

- String representation of dealer's hand

### **private int playerCount**

- Keeps track of player's hand

### **private String playerHand**

- String representation of player's hand

### **private String[] deck**

- Keeps track of the deck in play

### **private void deal()**

Starts the game, deals the player two cards which are printed. Shows one of the dealer's card, other is unknown

### **private void hit()**

gives player a randomly selected card from deck

### **private boolean stay()**

ends player turn, flushes out progression of computerized moves. Prints out boolean for whether player won or not

### **private void dealerMove()**

Dictates the flow of the dealer's moves