Russian Roulette

play()

$\downarrow$

print message

$\swarrow$ $\searrow$

if   random*6 >1   else

return   return

true   false

HighLow.java
extends Cards.java

play()
↓
playHelp()
↓
assign dealercard + playercard
↓
show playercard
↓
choose who has higher card
↓
show Dealercard

if (bet = tie)
  else
    ↓
    print lose
    ↓
    return false
  if player == dealer
    ↓
    print win
    return true

if (bet = dealer)
  if max = dealer
    ↓
    return true
  else
    ↓
    return false

if (bet = player)
  if max = player
    ↓
    return true
  else
    ↓
    return false
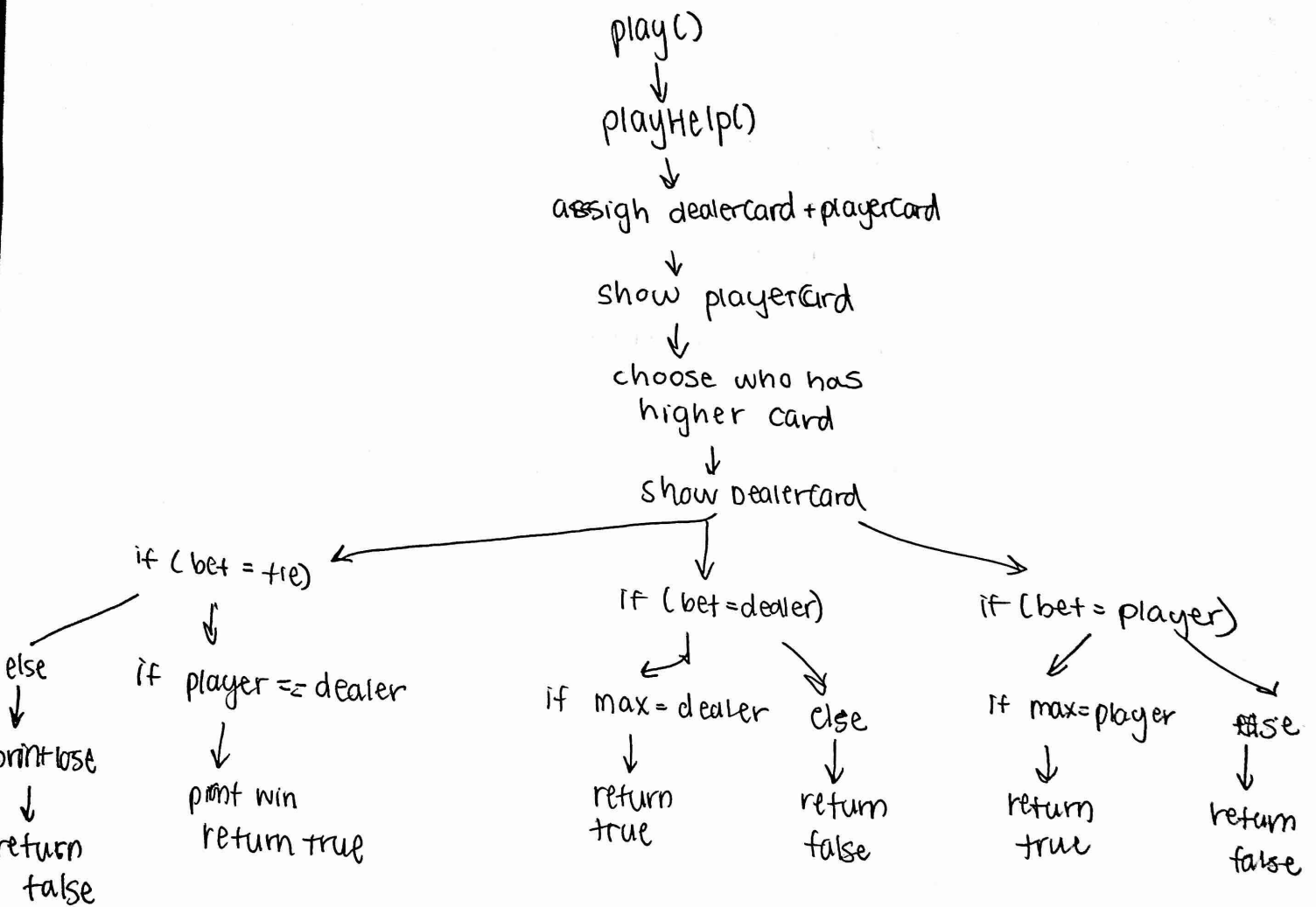
Cards.java

createDeck()

BlackJack.java   extends cards.ja...

play()
↓
playHelp()
↓
createDeck
↓
assigns playerCards
assigns dealerCards
adds cards into a variable
↓
choose hit/stay

hit ← → stay

hit:
↓
ayerCount>21
↓
return lose

size>4
↓
win

else
show sum of cards
↓
if (blackjack (playerHand))
↓
return blackjack

dealer turn
↓
while (dealerCount <= 16)
↓
dealer hit

prints results

if (dealerC>21)
↓
win

if (dealer>player)
↓
lose

if (dealer==player)
↓
draw

else
↓
win
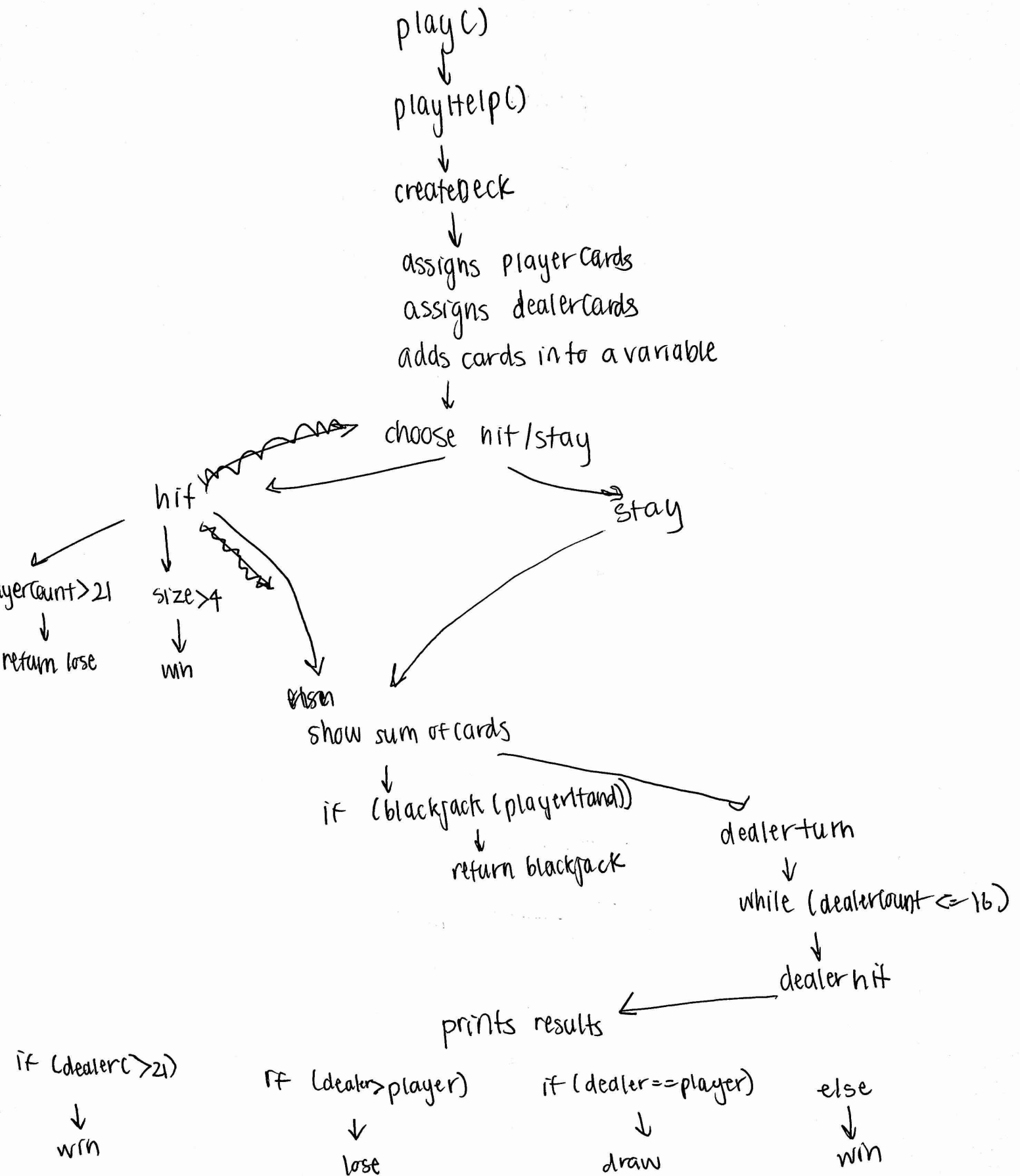
Woo.java

↓

Welcome message

↓

Enter how much $

↓

Description of games

↓

Pick game

↓

How much do you want to bet?

if bet > balance   if bet < balance

↓

start message

if (gameType = 1)   if (gameType = 2)   if (gameType = 3)   if (gameType = 4)

↓   ↓   ↓   ↓

play   play   play   play

↓   ↓   ↓   ↓

ConnectFour.java   BlackJack.java   HighLow.java   RussianRoulette.java

↓   ↓   ↓

if false   if (play() = true)   if false   if (play() = true)   if false   if (play() = true)   if false   if (play())

↓

winMoney()

winMoney()

loseMoney()