

# Casino

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## **protected int money**

- Keeps track of balance

## **protected boolean win?**

- Keeps track of whether you still have money

## + **static void play()**

First command called in main method, calls constructor and flushes set up instructions to terminal

## + **static boolean lose?()**

Checks if you have lost

## + **static void loseGame()**

Command sequence for if you have lost the game

## + **static void winGame()**

Command sequence for if you have won the game

## + **static void connectFour()**

Runs the connectFour game

## + **static void highLow()**

Runs the highLow game

## + **static void blackjack()**

Runs the blackjack game