ConnectFour.java

play()
↓

while (pencil.Victory ==false)

If your turn

place in column
↓
check for 4 in a row

false ↓
next turn

true →

computer turn
↓
look for 3 in a row   or
loook for 2 in a row   or
place in next available
column
↓
next turn

check for 4 is a row

↓ false
true   next turn

print win message or lose message
and wipes board

Russian Roulette

play()

$\downarrow$

printmessage
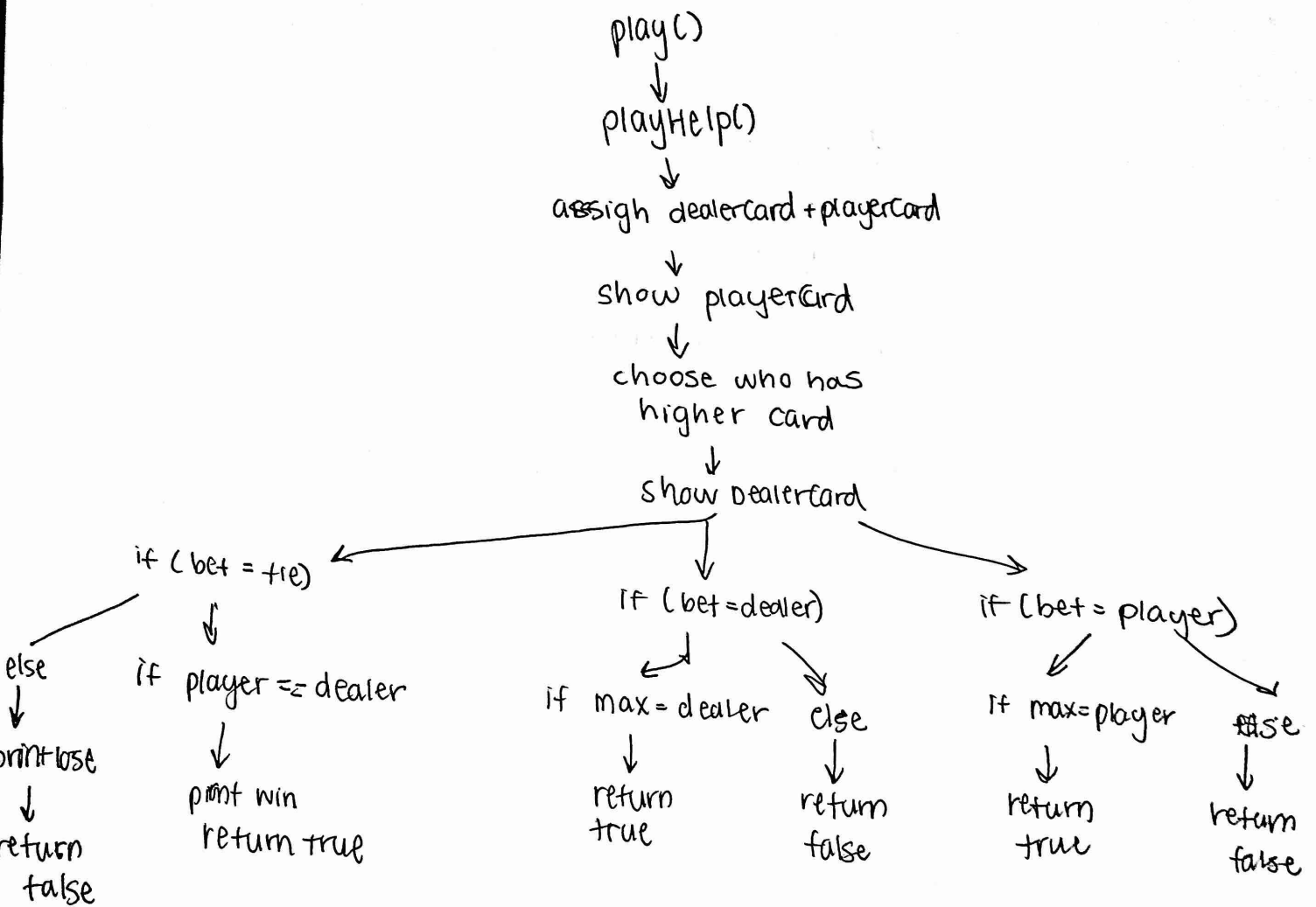
$\swarrow$

if random*6 >1 $\searrow$ 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

yerCount>21   size>4

↓   ↓

return lose   win

else

show sum of cards

↓

if (blackjack (playerHand))

↓

return blackjack

dealer turn

↓

while (dealerCount <= 16)

↓

dealer hit

prints results

if (dealerC >21)   if (dealer>player)   if (dealer==player)   else

↓   ↓   ↓   ↓

win   lose   draw   win
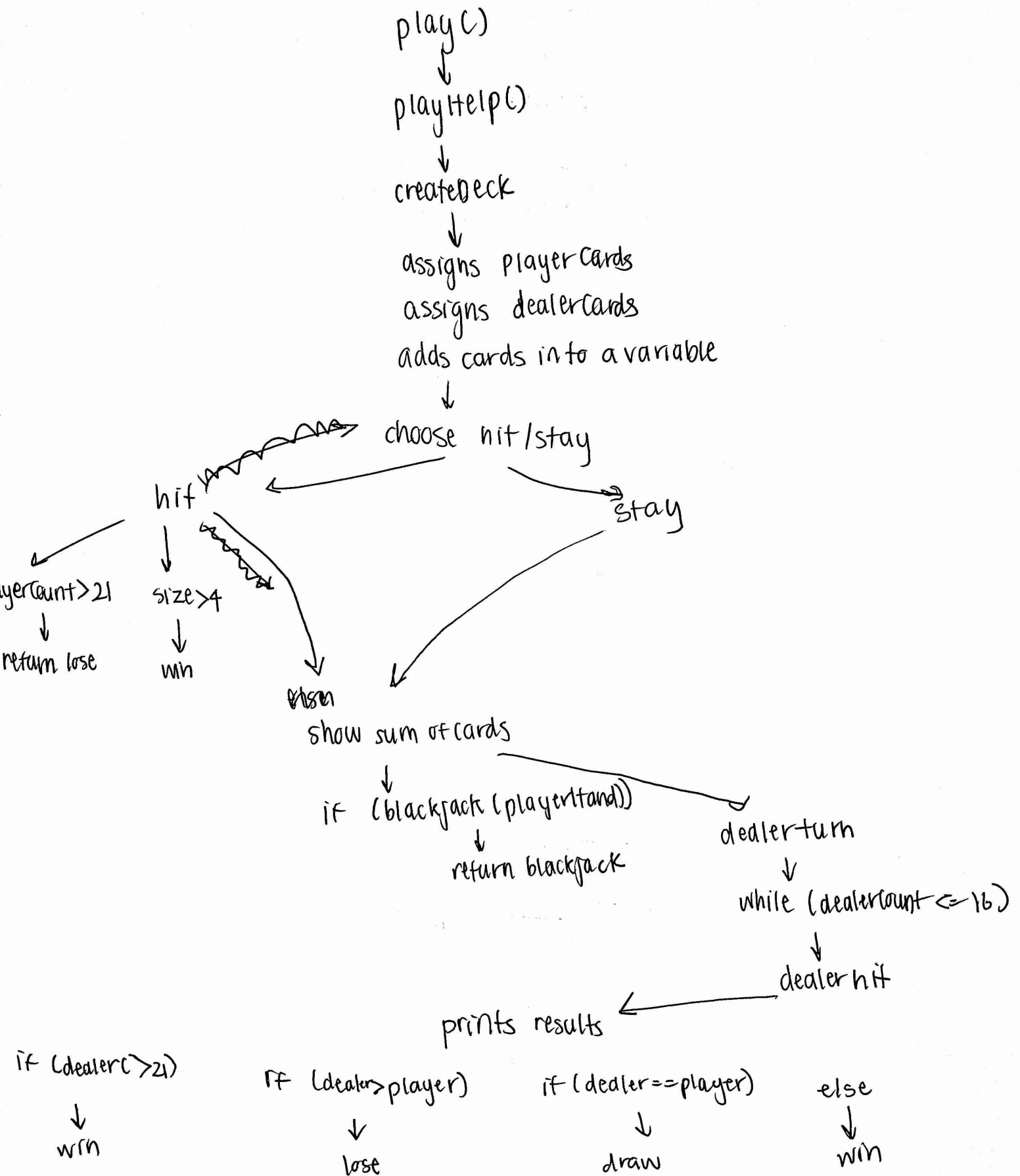
false ↓
next turn

column
↓
next turn

check for 4 is a ro[w]
↓ false
true   next turn

print win message or lose mes[sage]
and wipes board

HangMan.java

readWords();
↓
choose random word
↓
makes blanks for user to see
↓
guesses letter in 6 tries ← already guessed letter
↓
adds to # of guesses
↓
check if letter is in word →

check for 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()

loseMoney()