this : Game	this.m_dealer : Dealer	c : Card	this.m_dealer.m_hitRule : IHitStrategy	this.m_dealer.m_deck : Deck	this.m_dealer.m_deck.m_cards : List<Card>	c : Card	this.m_dealer.m_hand : List<Card>

Stand

Stand
m_dealer.Stand()

If
[if (m_deck != null)]

ShowHand
ShowHand()

Loop
[foreach (GetHand())]

GetHand
GetHand()

Cast<C...

Show
c.Show(true)

<<return>>

Loop
[while (m_hitRule.DoHit(this))]

DoHit
m_hitRule.DoHit(this)

<<return>>

GetCard
m_deck.GetCard()

First<Car...
First

<<return>>

RemoveAt
m_cards.RemoveAt(0)

<<return>>

<<return>>

Show
c.Show(true)

<<return>>

DealCard
DealCard(c)

Add
m_hand.Add(a_card)

<<return>>

<<return>>

Return
return true

<<return>>