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| <<IPortal>> |
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| +bool logIn(Username,Password)  +void createGame()  +void invitePlayer(string Username)  +void spectateGame(int id)  +void createPrivateGame()  +void SendMessage(string message) |

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| <<IBlackjack>> |
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| +void Deal(int amount )  +void Stay()  +bool isWinner() +void SendMessage(string message) |

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| <<IGamePlayCallback>> |
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| +void playerTurn(int playerid)  +void playerReady(int playerid)  +void playerBet(int playerid) +void playerChat(string message)  +void playerHit(int playerid)  +void playerStay(playerid)  +void playerInvite(playerid) |