

Use cases:

Case 1:

Dealer shoe: The dealer shoe is an object that holds several shuffled decks of cards. The shoe is never empty, as soon as it gets low, the dealer adds more cards.

Case 2:

Dealer: The dealer will have one of two rulesets depending on the casino.

Ruleset 1: Hit on soft 17.

Ruleset 2: Don't hit on soft 17.

Dealer's job also includes judging who wins a match, keeping blackjacks in account.

Case 3:

Player: The player will try to get a higher score than the dealer without exceeding 21. Will have options to hit or stay if under 21.

Case 4:

Cards: Ace is worth 1 or 11, jack/queen/king are worth 10, other cards are worth their number.