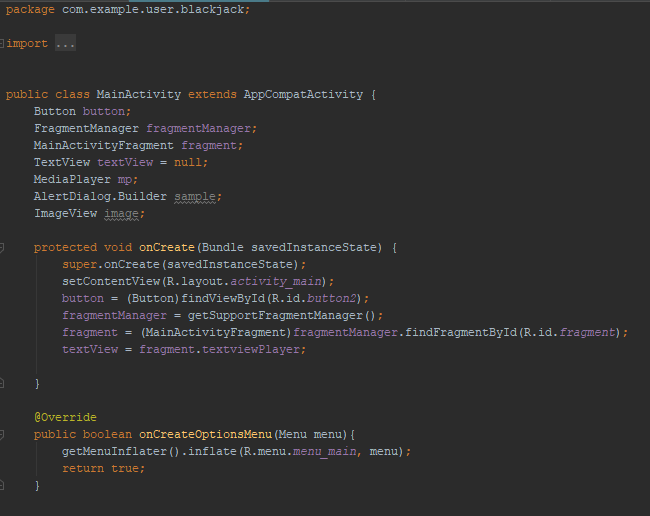
Autor: Wojcech Olech

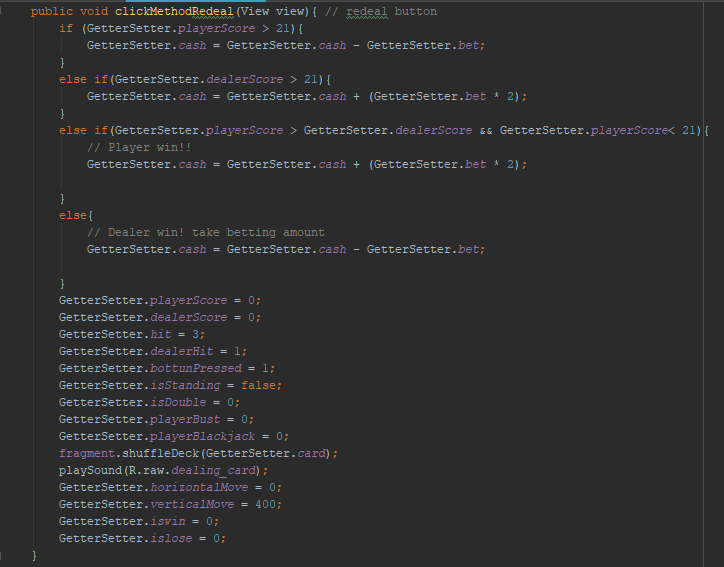
Cel projektu: prosta gra blackjack

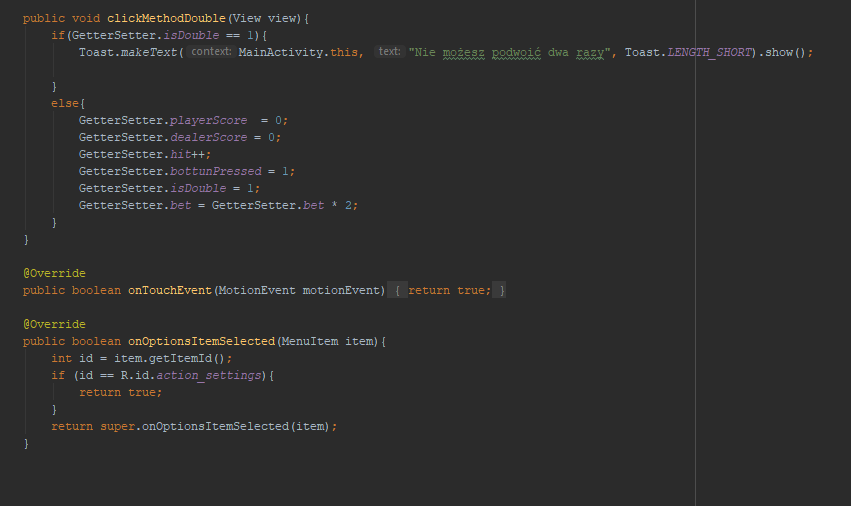
Aplikacja została stworzona w Android Studio, napisana w języku Java.

Aplikacja składa się z 9 zależnych od siebie klas  
  
MainActivity:

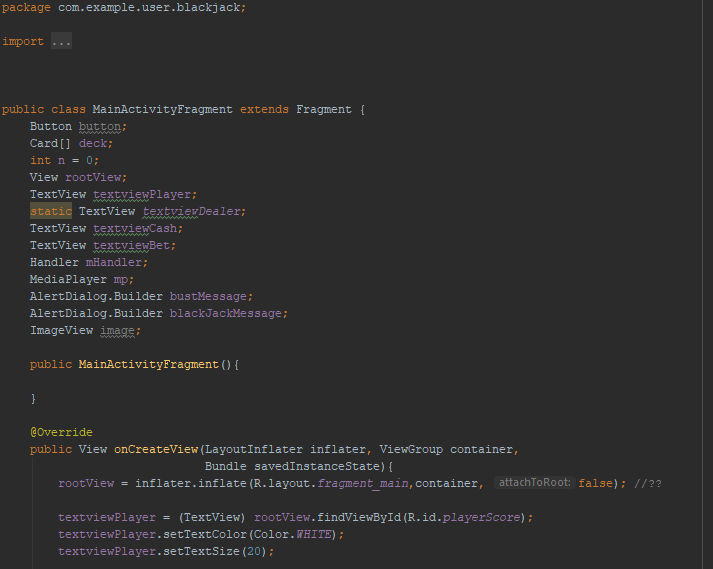


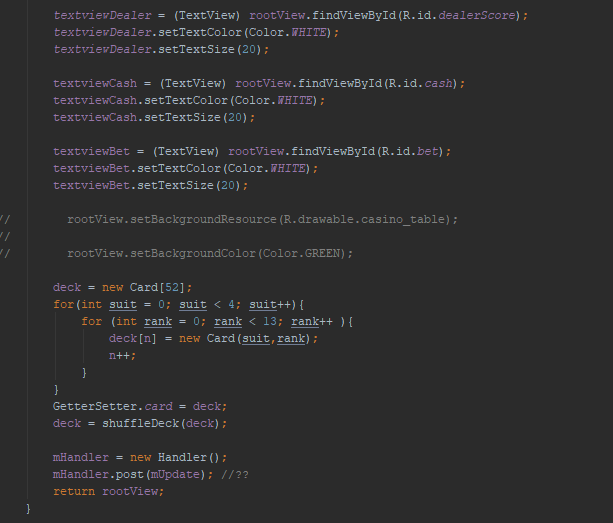


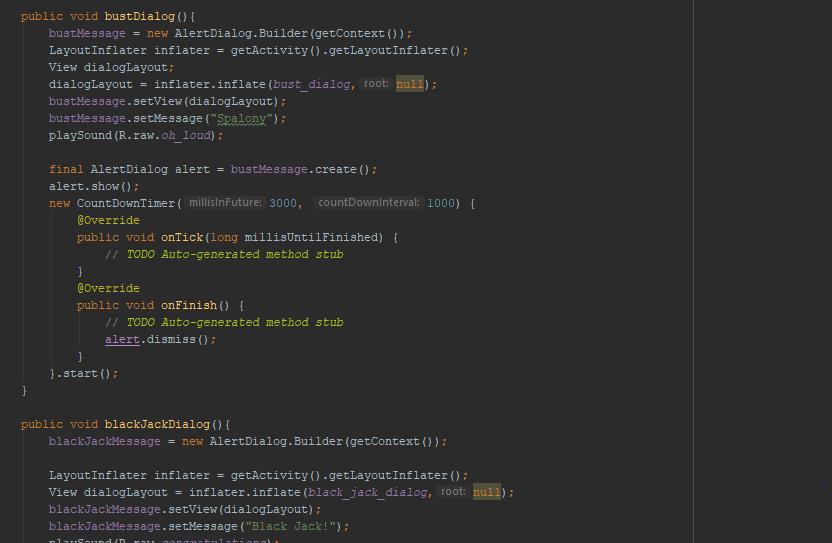


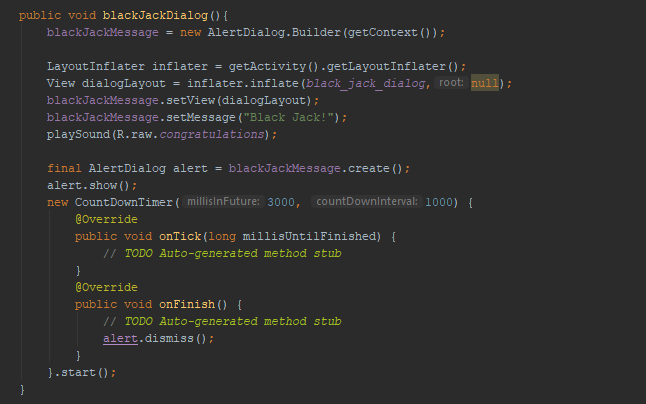


MainActivity Fragment:

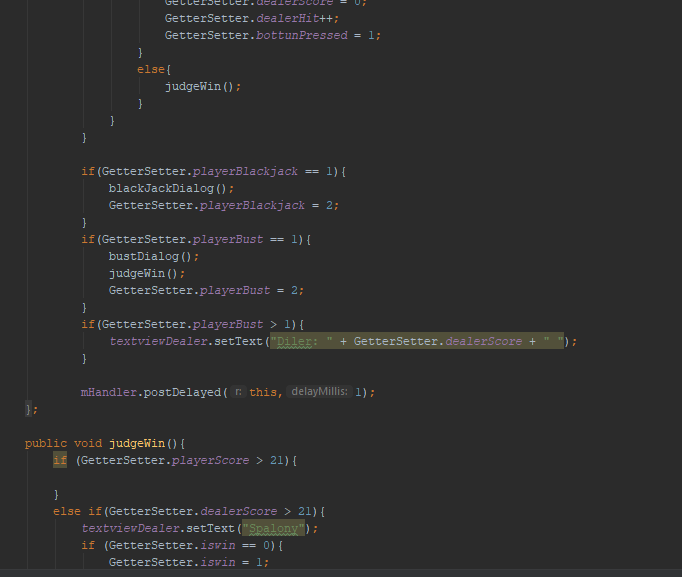


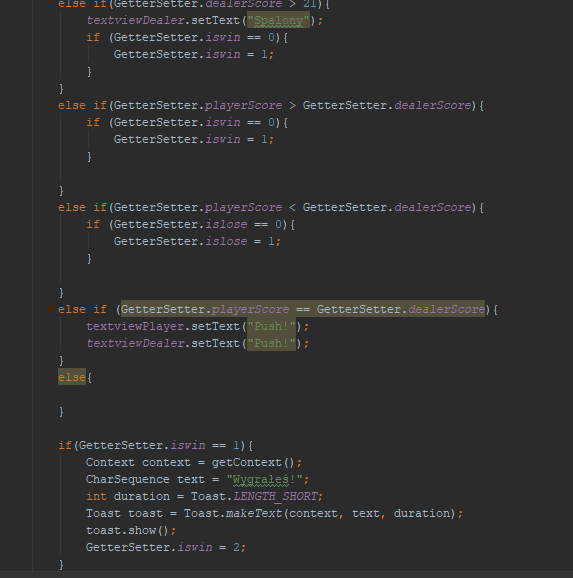


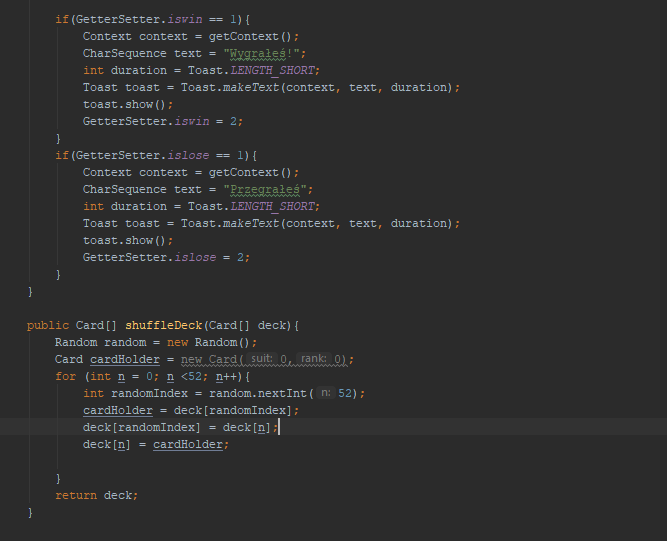




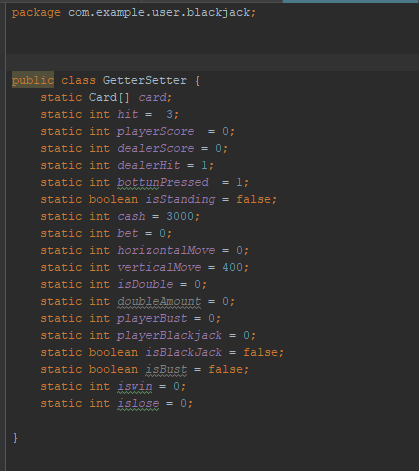




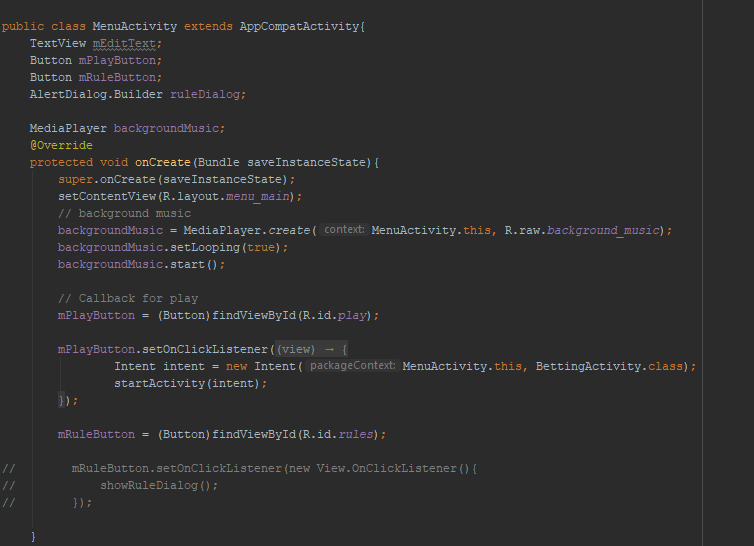


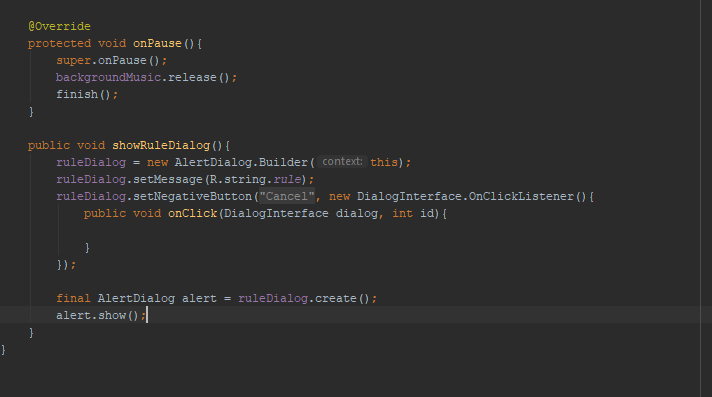


GetterSetter:

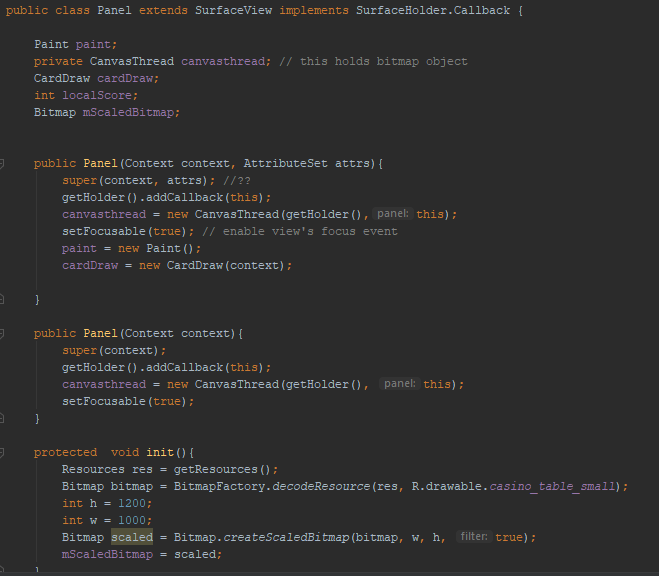


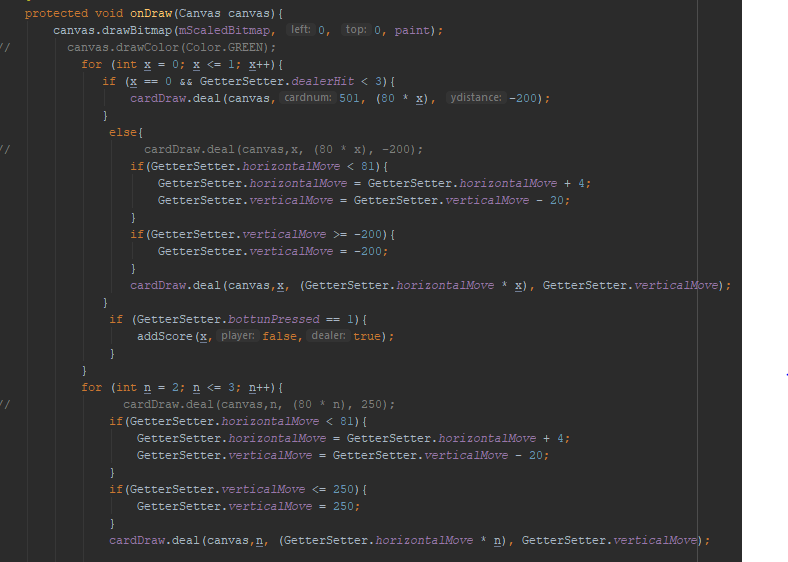
MenuActivity:

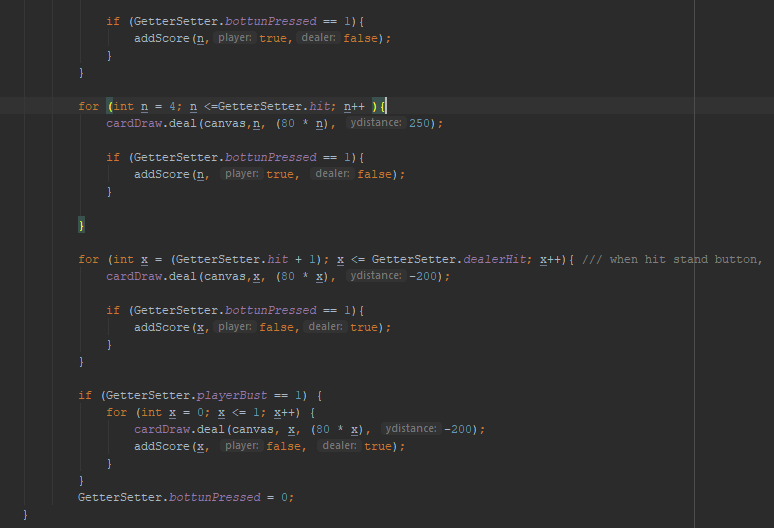


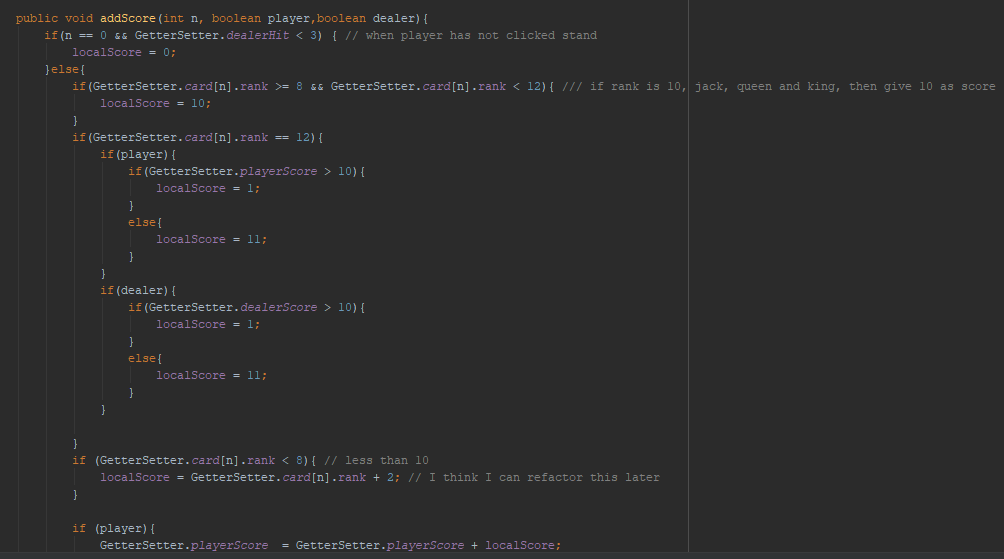


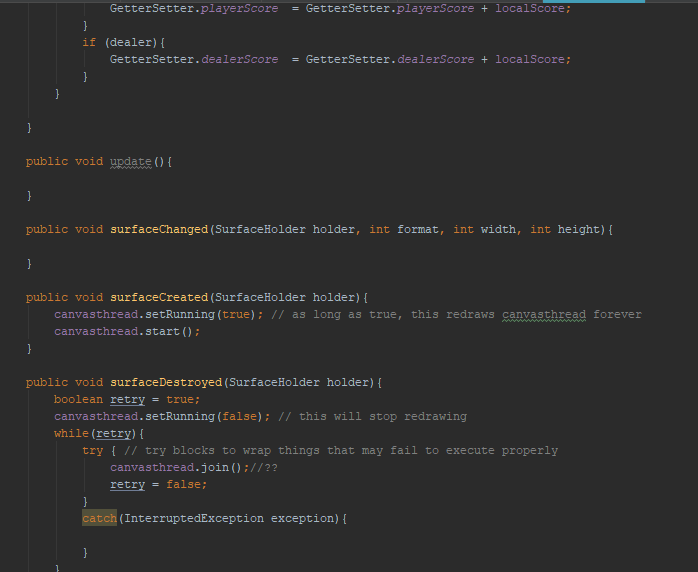
Panel:



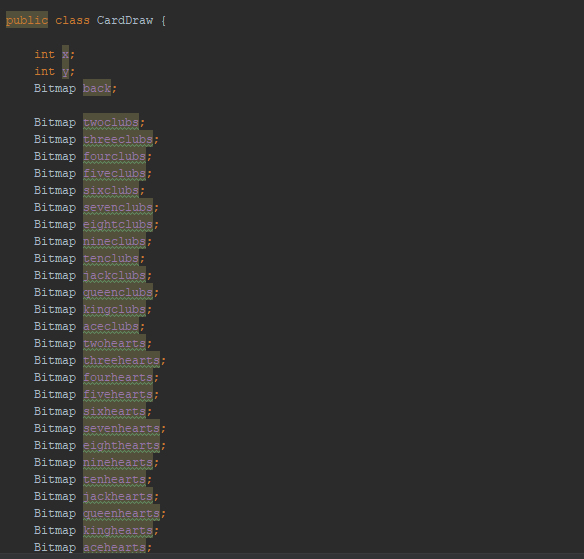




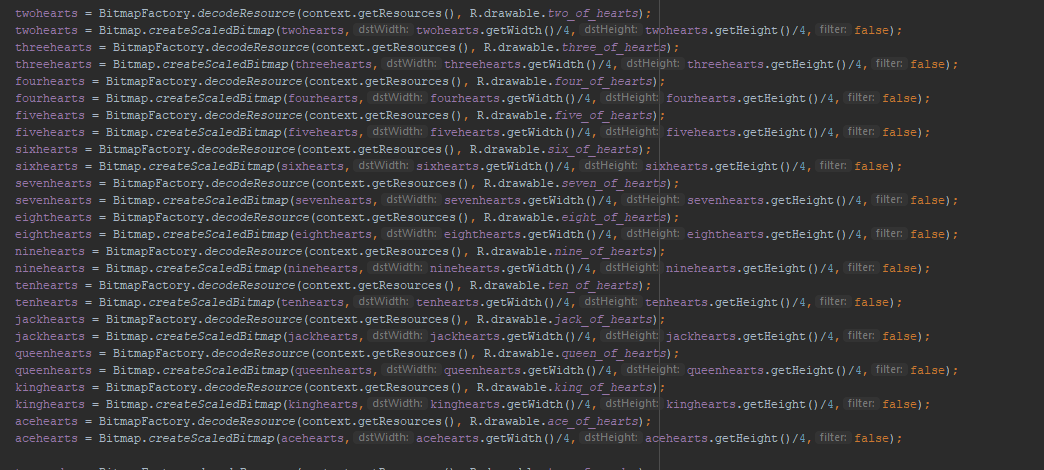


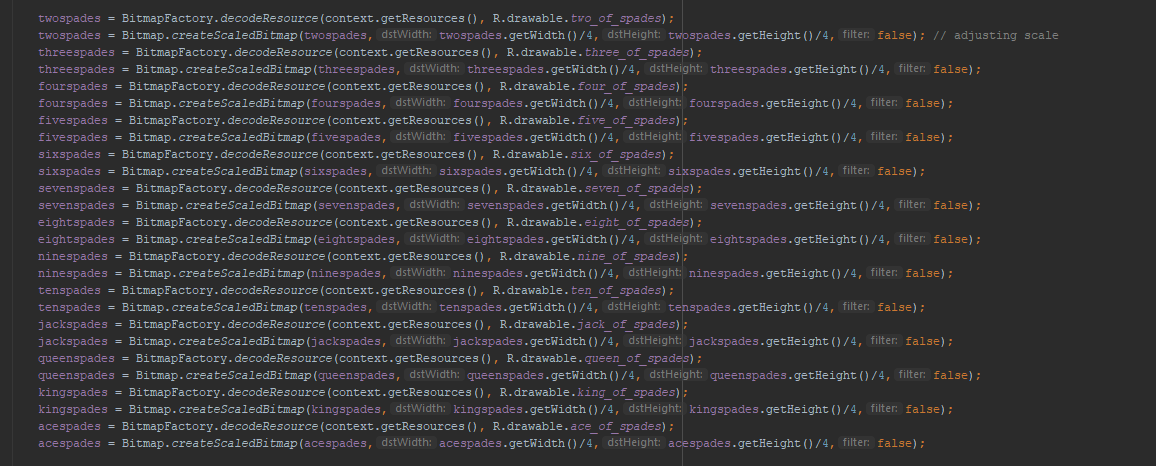


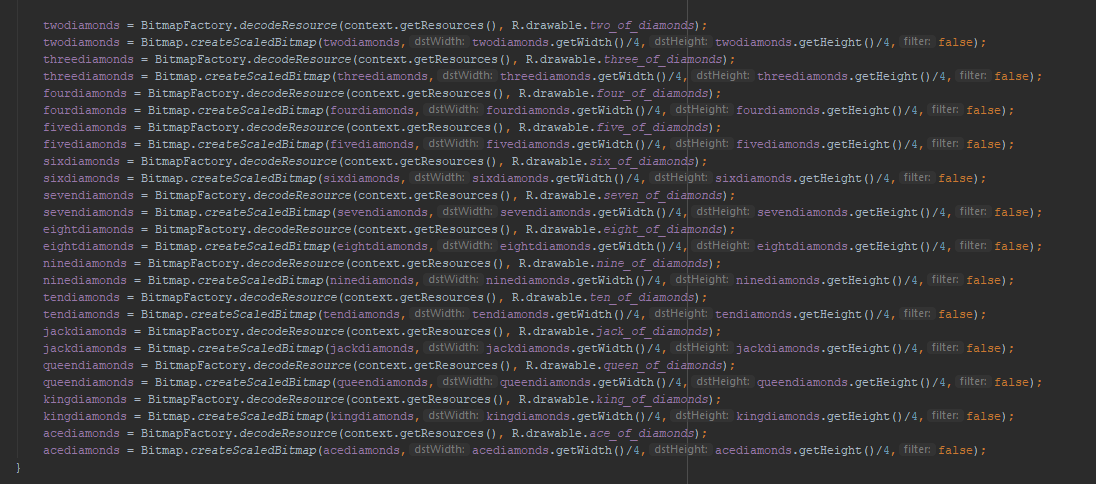
CardDraw:

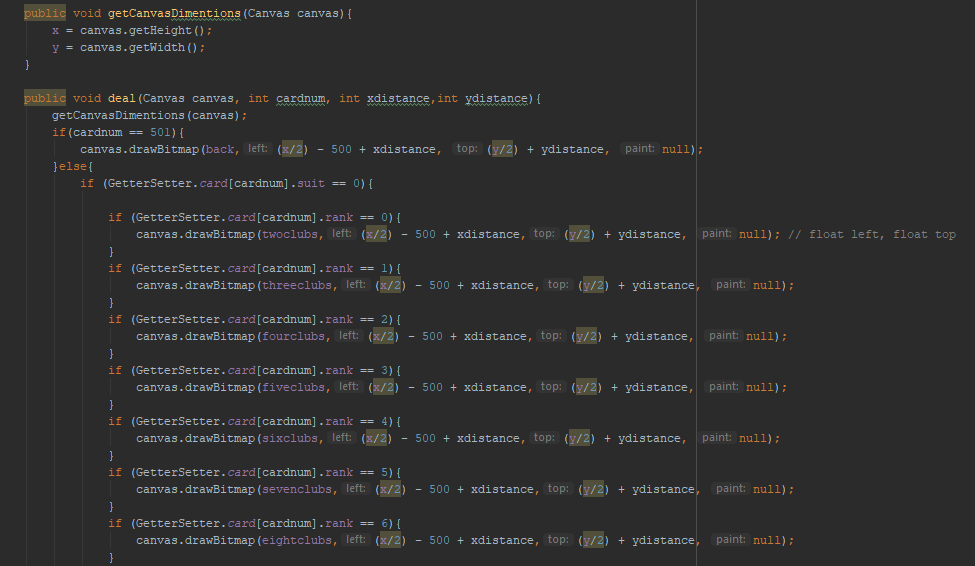


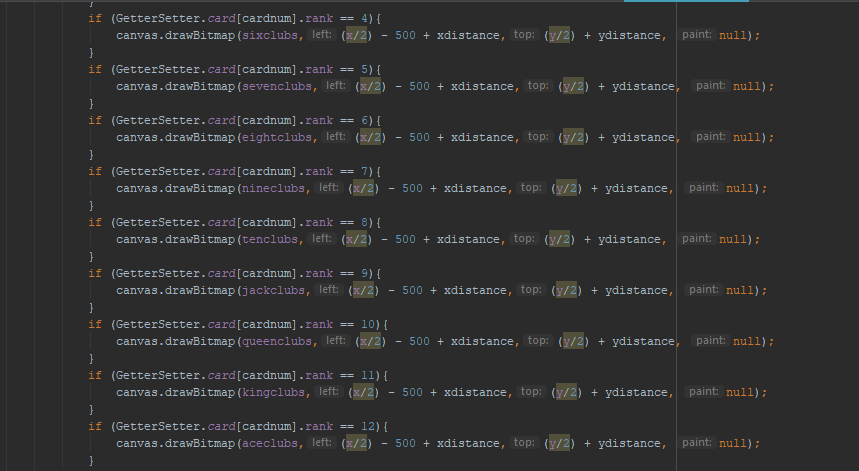




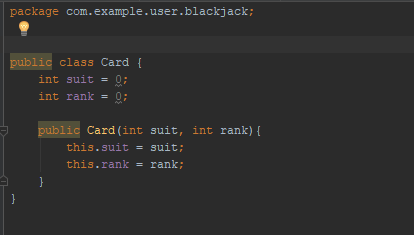




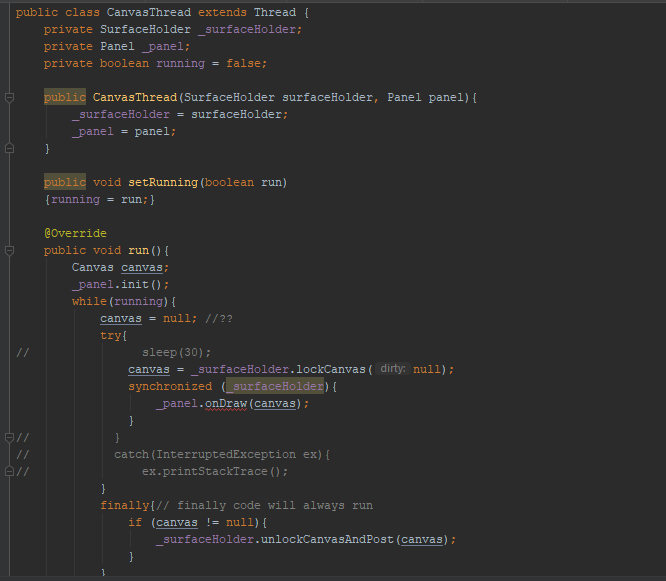




Card:



CanvasThread:



BettingActivit:  
