Classes

* Deck
  + Connections
    - Accesses Cards
    - Used by Game
  + Attributes
    - a shuffled deck of 56 Cards
  + Methods
    - deal
      * Removes a Card from the deck and returns it
* Card
  + Connections
    - Used by Deck
  + Attributes
    - num
    - suite
    - value
* Hand
  + Connections
    - Used by Player
  + Attributes
    - cards
      * a set of Cards
    - value
    - usable\_ace
      * Boolean
  + Methods
    - hit
      * have the Deck add a Card to the Hand’s cards
      * have the Hand’s value increase by the Card’s value
        + use determine\_value
    - determine value
      * if ace in hand and value > 21, turn ace into a one
      * value -=10
* HandD (subclass of Hand)
  + Attributes
    - hidden\_card
      * the Card that is unknown to the player
    - actual\_cards
      * place saver for all the cards
    - cards
      * cards with the hidden Card removed
    - visible\_value
      * value – hidden.value
* Q
  + Connections
  + Attributes
    - player\_value
    - dealer\_value
    - usable\_ace
    - value
    - action
      * boolean
* Player
  + Attributes