

## Kerry Ojakian's CSI 32 Class Class Assignment #4

### General Instructions:

- You may work in a group of at most 3 students.
- Classwork must be put in a your dropbox folder; if there are multiple parts, create a single folder for the class assignment. Make sure you give clear names to your files and folders. Make sure that you indicate all the people in your group.
- When you are done, *email me* to tell me who's folder the class work is in; also, tell me who is in your group. Without this email, you may not get credit for the assignment!

### The Assignment

You are going to design and program a simplified version of solitaire blackjack:

### The Game Rules:

1. There is a deck of 52 cards: There are 4 suits (Spades, Clubs, Hearts, Diamonds), and each suit has 13 cards numbered 1 through 13.
2. Initially you are given two cards from the deck.
3. You may then repeatedly ask for another card or stop that round.
4. If the sum of the numbers on your cards is ever more than 21, you lose that round and get a score of 0 for that round.
5. If the round stops and your sum between 12 and 21 (inclusive), then that is your score. If the sum is less than 12 you get 0 for that round.
6. You keep playing rounds from the same deck, till you want to stop or till the deck runs out of cards.
7. Your final score is the average of your scores in the hands.

### Your Tasks:

1. Make a design specification (this just says what the program will do, not how to do it).
2. Make a UML class design. Also write an accompanying document which explains the purpose of each class, method, etc. (suggestion: have a `Deck` class, have a `UserInterface` class, and have a `Statistics` class).
3. Do NOT write a program yet!