

## CST8110 Fall 2013 Assignment #3 Class, Variable and Method Specifications

### 1. Three classes:

Assign3 (with main) – has an object of class BlackJack called player  
BlackJack  
Card.

### 2. Card class

Data fields: int cardValue

Methods: int getRandomCard()  
void displayCard()

### 3. BlackJack class

Data fields: int potAmount  
int betAmount

Constructors: default one with no input parameters,  
A second one that receives an input parameter that would be an  
initial pot

Methods: void getBetAmount()  
void playBlackJack()

- Has an object of class Card
- a local variable for "cardValueTotal"
- along with other local variables to control the flow of the  
game.

(it may be convenient to define a method called int getPotAmount())