

Programming II
BlackJack Assignment (part 3)

Create a Hand Class consisting of the instance variables representing an array of cards, and the numCards (Number of Cards in Hand).

The constructor should set the initial value for the first two slots of the card array, as well as the numCards instance variables. Note: When creating a Hand, you should send the constructor the two Cards initially dealt to that hand.

Other methods should include int calculateHandValue(), String showAllCards(), String showOneCard(), void hit(Card c).