Card

Holds Playing card objects

Deck

Deck

Holds a List of card Ability to draw Ability to Shuffle

Pile

Pile

Holds a list of cards Ability to split the pile

> Stock Talon Foundations Tableau

Talon

Add Card Empty the Talon Draw a card

Model

Stock

reset the stock check if the stock is empty draw a card

Model

Foundations

Add card by suit and ascending order check if the game is finished

Model

Tableau

Create the 7 piles get the card from pile fill the piles

Model

SolitaireModel

Hold all of the unique solitaire piles to compute results
reset the stock
add to the foundations
draw from stock/talon
the ability to reset
Ability to compute Movements

Controller

SolitaireController

Holds all controls to translate results to the view initialize the logic for the various piles add cards to the view have event handlers for user interraction

Model