|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Card | Deck | Hand | Player | Trick | Table |
| -byte dat | -ArrayList<Card> cards | -ArrayList<Card> cards | -Hand hand | -ArrayList<Card> cards | -Player[] players  -int trump  -int dealer  -int[] score  -int[] tricks  -Deck deck  -Trick trick |
|  | +Deck()  +Card pop()  +void shuffle() | +ArrayList<Card> getCards()  +Card get(int n) | +getHand()  +Card playCard( | +int getWinner(int trump)  +void addCard() | +int getTrump()  +int getDealer()  +int getScore(int n)  +int getScore(Player p)  +int getTricks(int n)  +int getTricks(Player p)  +dealNewRound() |