```
(C)CardDeck
                                   - config: CardDeckConfiguration [0..1]
                                    deck: Deck<Card> [0..1]
                                  + DEFAULT CONFIGURATION: CardDeckConfiguration
                                  + CardDeck()
                                  + CardDeck(config: CardDeckConfiguration)
                                  - countCardOccurrences(): CardDeckConfiguration
                                  + draw(): Card
                                  + isDepleted(): boolean
                                  + isValid(): boolean
                                  + iterator(): Iterator<Card>
                                   + lay(card: Card)
                                  + reset()
                      deck
                                                       config
                                                                                      deck
                      [0..1]
                                                       [0..1]
                                                                                      [0..1]
                                                                                           (I)Deck<T>
            (C)CardDeckConfiguration
              cardOccurrences: Map<Card, NonNegativeInteger> [0..*]
                                                                                           + draw(): T
            + CardDeckConfiguration(cardOccurrences: Map<Card, NonNegativeInteger>)
(E)Card
                                                                                           + isDepleted(): boolean
                                                                                           + lay(element: T)
            + cardOccurrences(): Map<Card, NonNegativeInteger>
            + withoutZeroOccurrenceEntries(): CardDeckConfiguration
                                                                                           + reset()
```