Assig5

+ NUM_CARD_IMAGES: static final int
+ NUM_CARDS_PER_HAND: static final int
+ NUM_PLAYERS: static final int

+ loadCardIcons: void
+ turnIntIntoCardValue: String
+ turnIntIntoCardSuit: String
+ generateRandomCard(): Card
...

CardTable

+ MAX_CARDS_PER_HAND: static int
+ MAX_PLAYERS: static int
- numCardsPerHand: int
- numPlayers: int
+ pnlComputerHand: JPanel
+ pnlHumanHand: JPanel
+ pnlPlayArea: JPanel

+ getNumCardsPerHand: int
+ getNumPlayers: int
+ CardTable(String title, int numCardsPerHand, int numPlayers): CardTable

GUICard

- iconCards: Icon
- iconBack: Icon
+ iconsLoaded: Boolean
+ cardsValues: char
+ cardsSuits: char
...

+ loadCardIcons: void
+ getIcon(Card card): Icon
+ getBackCardIcon: Icon
- valueAsInt: int

CardGameFramework

- numPacks: int
- numJokersPerPack: int
- numUnusedCardsPerPack: int
- numCardsPerHand: int
- deck: Deck
- hand: Hand

+ CardGameFramework: CardGameFramework
+ getHand(int k): Hand
+ getCardFromDeck: Card
+ getNumCardsRemainingInDeck: int
+ newGame: void
+ deal: boolean
+ sortHands: void
+ playCard(int playerIndex, int cardIndex): Card
+ takeCard(int playerIndex): boolean