

Game
<ul style="list-style-type: none"> - StatsWorkout : int[] - WorkoutReps : int[]
<ul style="list-style-type: none"> + StartGame() + FormatCardForWorkout(H: ArrayList<Card>, D: Deck) + UpdateStatsTable(Stats: int[]) + DisplayStatsData(TotalStats: int[] , IndStats: int[]) + SortingHand(H: ArrayList<Card>) + SortByRank(HandCol: ArrayList<Card>) : ArrayList<Card> + GetMaxReps(Push: int, Sit: int, L: int, Sq: int, B: int) : int

Deck
<ul style="list-style-type: none"> - D: ArrayList<Card> - RepsDone: int - RepsSkipped: int - MaxReps: int
<ul style="list-style-type: none"> + CreateDeck() + CardsLeftOnDeck(): int + ShuffleDeck(DeckToShuffle: ArrayList<Card>) : ArrayList<Card> + DrawCards(Amount: int) : ArrayList<Card> + GetDeck() : ArrayList<Card> + RefillDeck(NewDeck: ArrayList<Card>) + RemoveSpecialCards() + isEmpty() : boolean + StatCollection(Reps: int, SkippedReps: int, MR: int) + UDateStatData(): int[]

Card
<ul style="list-style-type: none"> - Value: int - Color: String - isSpecial: String - Special: boolean
<ul style="list-style-type: none"> + Card(V: int, C: String, SPEC: String) + getValue() : int + getSpecial() : boolean + getString(GetColor: boolean) : String + getCardData(): String + getCard(): String + getAction(): String

+ getExercise() : String
