Game
+ StartGame() + FormatCardForWorkout(H: ArrayList<Card>, D: Deck) + GetMaxReps(Push: int, Sit: int, L: int, Sq: int, B: int) : int + sortHand(H: ArrayList<Card>) : ArrayList<Card>

Deck
- D: ArrayList<Card> - RepsDone: int - RepsSkipped: int - MaxReps: int
+ CreateDeck() + 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) + DisplayStatData()

Card
- Value: int - Color: String - isSpecial: String + Special: boolean
+ Card(V: int, C: String, SPEC: String) + getValue() : int + getSpecial() : boolean + getString(GetColor: boolean) : String + getCardData(): String + getCardOutput(): String