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| **Game** |
| - StatsWorkout : int[]  - WorkoutReps : int[] |
| + 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 |

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| **Deck** |
| - D: ArrayList<Card>  - RepsDone: int  - RepsSkipped: int  - MaxReps: int |
| + 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[] |

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| **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  + getCard(): String  + getAction(): String  + getExercise() : String |