Në këtë dokument janë paraqitur të gjitha klasët me fushat, konstruktorët dhe metodat e tyre.

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| Klasa Card |
| Fushat |
| + final static CLUBS :int |
| + final static DIAMONDS :int |
| + final static HEARTS :int |
| + final static SPADES :int |
| + final static JOKER :int |
| - final suit :int |
| - final faceName :int |
| - final ImageIcom :ImageIcon |
| Konstruktorët |
| + Card() |
| + Card( theSuit :int , theFaceName :int) |
| Metodat |
| + getImage() :ImageIcon |
| - suitToString() :String |
| - faceNameToString() :String |
| - imageOfCard() :ImageIcon |
| + toString() :String |
| + greaterThan( otherCard :Card ) :boolean |
| + equals( otherCard :Card ) :boolean |

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| Klasa Deck |
| Fushat |
| - deck :ArrayList<Card> |
| - usedCards :int |
| - cardCound :int |
| Konstruktorët |
| + Deck() |
| + Deck( hasJokers :boolean ) |
| Metodat |
| + shuffleCards() :void |
| + dealCard() :Card |
| + getIndex ( c :Card ) :int |
| + cardsLeft :int |
| + hasJokers :boolean |

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| Klasa ListIndexOutOfBoundException |
| Fushat |
| Konstruktorët |
| + ListIndexOutOfBoundException( s :String ) |
| Metodat |

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| Klasa Main |
| Fushat |
| Konstruktorët |
| Metodat |
| + main( args :String ) :void |

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| Klasa WarGame |
| Fushat |
| - final static COMPUTER\_WIN :int |
| - final static USER\_WIN :int |
| - final static WAR :int |
| - userCards :ArrayList<Card> |
| - compCards :ArrayList<Card> |
| - warCards :ArrayList<Card> |
| - cardDeck :Deck |
| - userCard :Card |
| - comCard :Card |
| - winNum :int |
| - wagerCount :int |
| - gameOver :boolean |
| Konstruktorët |
| + WarGame() |
| Metodat |
| + splitDeck() :void |
| + flipCard() :void |
| + compareCard() :void |
| + war() :void |
| + shuffleCards() :void |
| + getUserCard() :Card |
| + getCompCard() :Card |
| + getUserNumCards() :int |
| + getCompNumCards() :int |
| + getWagerSize() :int |
| + getRoundWinner() :int |
| + gameOver() :boolean |

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| Klasa WarGameGUI |
| Fushat |
| - gameContainer :JPanel |
| - leftTop :JPanel |
| - rightTop :JPanel |
| - leftBottom :JPanel |
| - rightBottom :JPanel |
| - buttonBar :JPanel |
| - cardBar :JPanel |
| - winnerBar :JPanel |
| - flipButton :JButton |
| - restartButton :JButton |
| - exitButton :JButton |
| - userFront :ImageIcon |
| - userBack :ImageIcon |
| - compFront :ImageIcon |
| - compBack :ImageIcon |
| - userPicBack :JLabel |
| - userPicFront :JLabel |
| - compPicBack :JLabel |
| - compPicFront :JLabel |
| - warBack1 :JLabel |
| - warBack2 :JLabel |
| - userCards :JLabel |
| - compCards :JLabel |
| - userNum :JLabel |
| - compNum :JLabel |
| - winnerLabel :JLabel |
| - war :WarGame |
| Konstruktorët |
| + WarGameGUI() |
| Metodat |
| - createPanels() :void |
| - createPanelLabels() :void |
| - createButtons() :void |
| - createImageIcons() :void |
| - addPanelsToFrame() :void |
| - addToMainFrame() :void |