## <u>Limalek ICE 2 - Uno Game - Class Diagrams</u>

```
Card
private Suit suit;//here suit is a var
    private Value value;
    private Suit[] suitList;
    private Value[] valueList;
    public Card()
    public enum Suit {RED, YELLOW, GREEN, BLUE};
    public enum Value{ZERO, ONE, TWO, THREE, FOUR, FIVE, SIX, SEVEN, EIGHT,
NINE,
               SKIP, REVERSE, DRAWTWO, DRAWFOUR, WILDCARD);
    public Card(Suit suit, Value value)
    public void setSuitList()
    public void setValueList()
    //Return value of list
    public Suit[] getSuitList()
    public Value[] getValueList()
 public Suit getSuit()
 public Value getValue()
```

## private ArrayList<Card> hand; private Card card; public CardTrick() public void isltHere(ArrayList<Card> hand, Card.Suit suit, Card.Value value) public Card.Suit pickASuit(String suit) public Card.Value pickAValue(int value) public Card.Value pickAValue(String value)

CardTrick

```
private Deck deck;
private ArrayList<Card> hand;
public Dealer()
public Dealer(Deck deck, ArrayList<Card> hand)
public void deckSetup(Card card, ArrayList<Card>
blank)
public Card startDeal()
public void createHand(int size)
public ArrayList<Card> getHand()
```

Dealer

## Deck

```
private ArrayList<Card> deck;
 Suit suit;
 Value value:
 private Card cardStuff;
 private Suit[] suitList;
 private Value[] valueList;
 public Deck()
 //Call this first
 public void initDI(
              ArrayList<Card> deck,
              Suit[] suitList,
             Value[] valueList
 public void setMyLists()
 public void assignMyLists()
 public ArrayList<Card> initDeck(ArrayList<Card>
tDeck)
 public ArrayList<Card> shuffle(ArrayList<Card> tDeck)
 public void setDeck(ArrayList<Card> newDeck)
  public ArrayList<Card> getDeck()
```







public Printer()
 public void printDeck(ArrayList<Card> tDeck)
 public void printHand(ArrayList<Card> tHand)

## UserInput

public UserInput()
public double promptDoubleUser(Scanner input)
public int promptIntUser(Scanner input)
public String promptStringUser(Scanner input)
public Card.Suit pickASuit(CardTrick cardTrick)
public Card.Value pickAValue(Scanner input, CardTrick cardTrick)