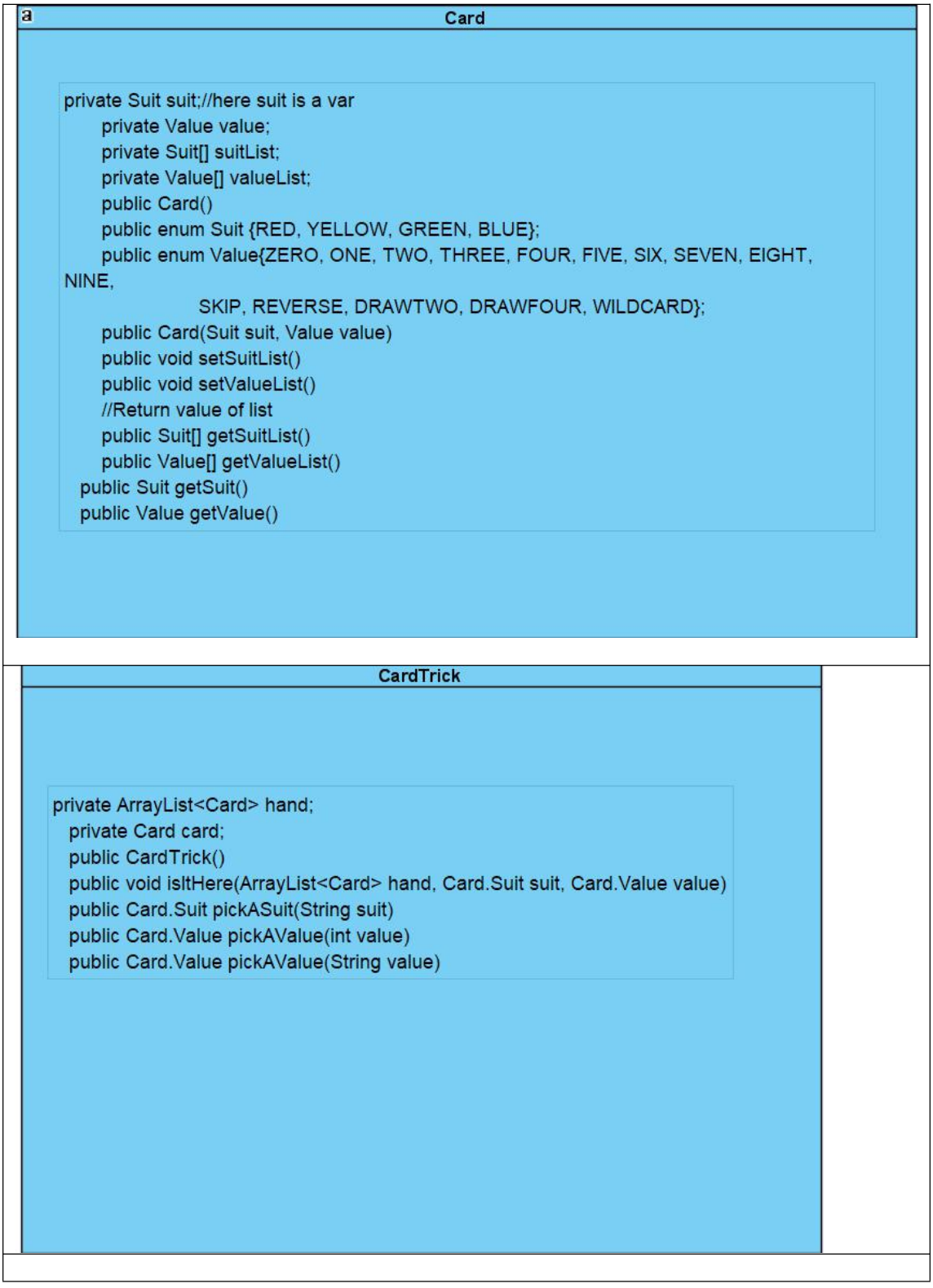
Limalek ICE 2 - Uno Game - Class Diagrams

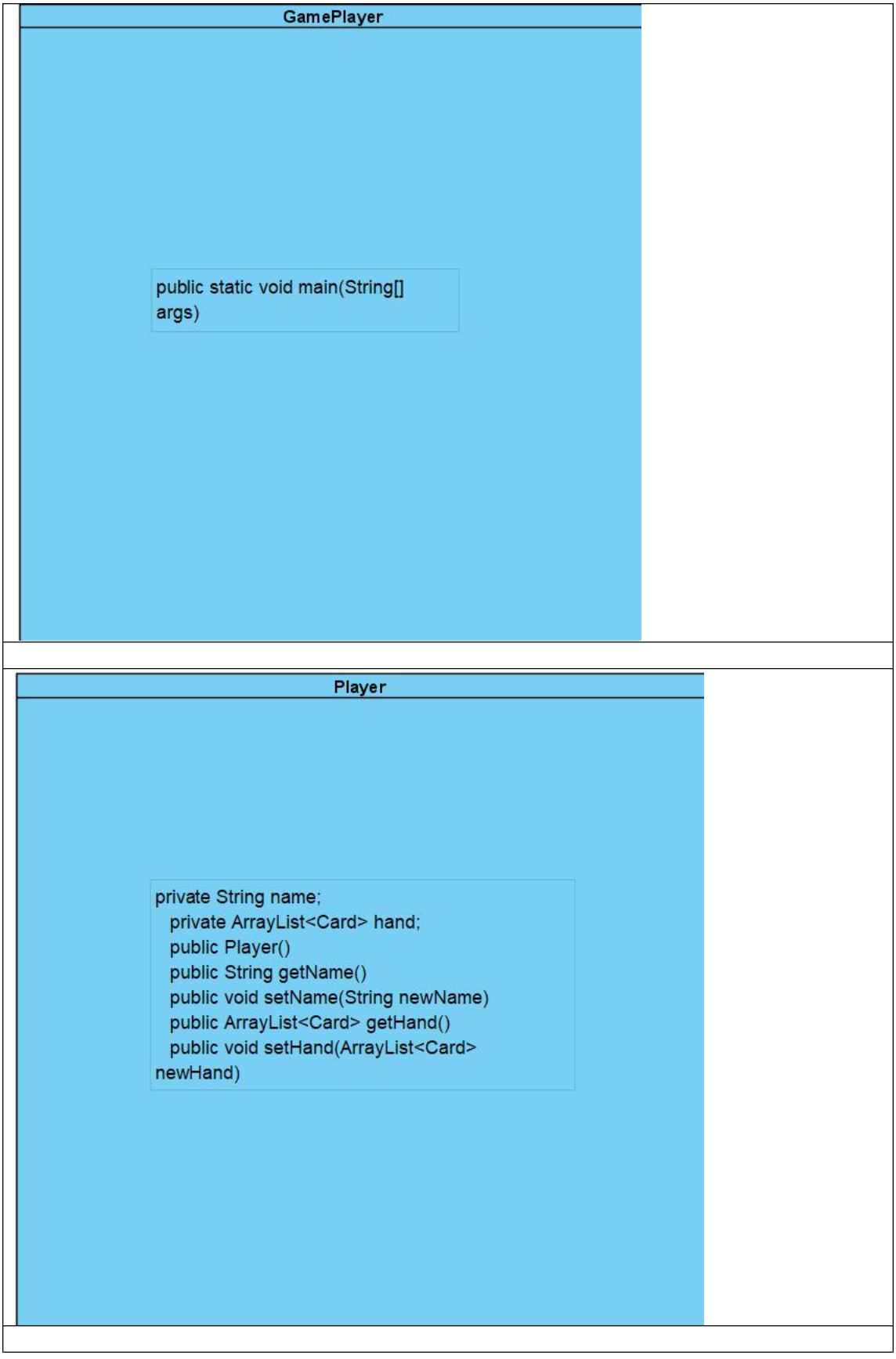


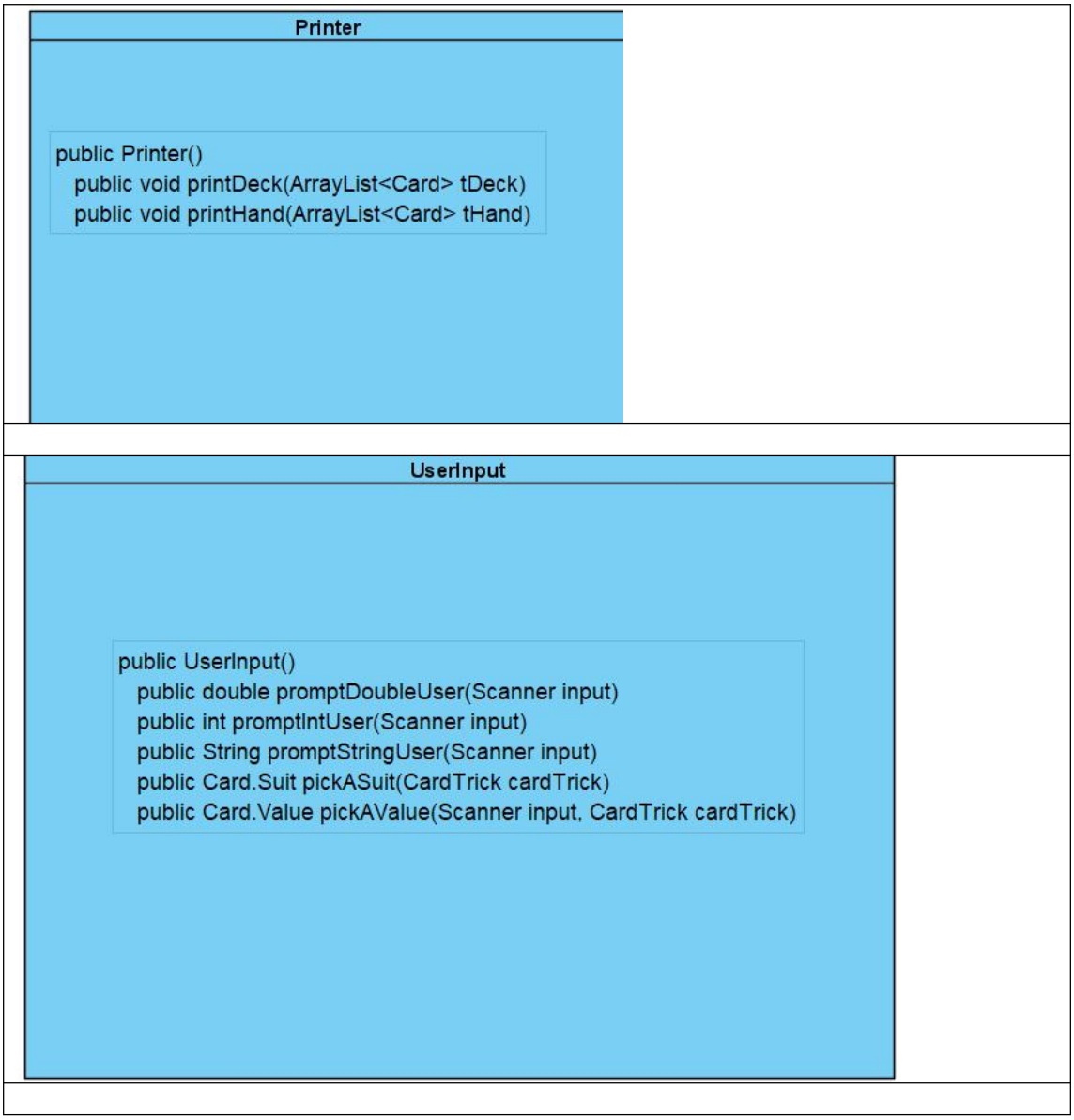
Dealer

```
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()
```

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 initDl(
                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()
```


GamePlayer
public static void main(String[]
args)
Player
private String name;
private ArrayList<Card> hand;
public Player()
public String getName()
public void setName(String newName)
public ArrayList<Card> getHand()
public void setHand(ArrayList<Card>
newHand)


Printer
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)