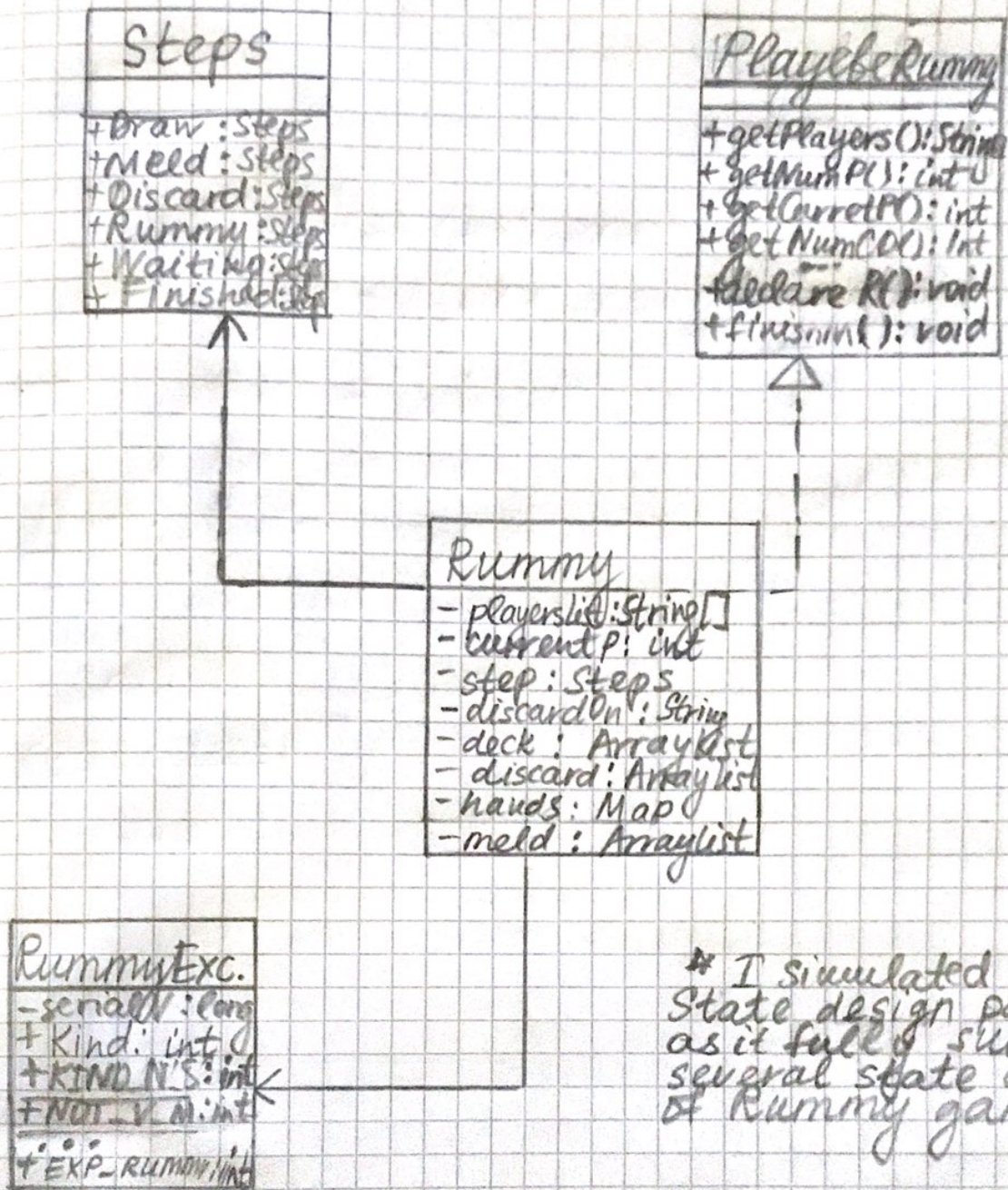


UML class diagrams

Anel Meugligali



* I simulated State design pattern as it fully suites several state changes of Rummy game.