## Class Name <<SubDrawPilePanel>> <<MainDrawPilePanel>> + CARDWIDTH: int Class Name Class Name WIDTH: int CARDHEIGHT: int - HEIGHT: int CARDHEIGHT: int CARDWIDTH: int SIZE: Dimension CARDWIDTH: int SIZE: Dimension SIZE : Dimension LOCX: int LOCX: int LOCY: int LOCX: int LOCY: int - LOCY: int GAP: int GAP: int main\_draw\_pile: DrawPile main draw pile panel: MainDrawPilePanel sub\_draw\_pile: SubDrawPile sub\_draw\_pile\_panel: SubDrawPilePanel main\_draw\_pile\_field: CardField sub\_draw\_pile\_field: CardField - layout: BoxLayout + setMainDrawPile( DrawPile main\_draw\_pile ) : void + setSubDrawPile( SubDrawPile sub\_draw\_pile ) : void + setMainDrawPilePanel ( MainDrawPilePanel main\_draw\_pile\_panel ) : voidn setMainDrawPileField ( CardField main\_draw\_pile\_field ) : void + setSubDrawPileField ( CardField sub\_draw\_pile\_field ) : void + setSubDrawPilePanel (SubDrawPilePanel sub\_draw\_pile\_panel): voidn + draw ( Graphics g ) : void + draw ( Graphics g ) : void + draw ( Graphics g ) : void + getPreferredSize ( ) : Dimension <<DrawPile>> <<SubDrawPile>> Class Name Class Name <<DrawPileAndSuitPilesField>> pile\_number:int sub\_draw\_pile\_num\_cards: int Class Name # drawn\_card : Card drawn\_cards : Card[] main\_draw\_pile\_panel : MainDrawPilePanel WIDTH: int - main\_draw\_pile : LinkedStack temp\_draw\_pile : TempDrawPile · HEIGHT: int + setMainDrawPilePanel ( MainDrawPilePanel main\_draw\_pile\_panel ) : void SIZE: Dimension sub\_draw\_pile\_panel: SubDrawPilePanel - LOCX: int + setMainDrawPile ( LinkedStack main\_draw\_pile ) : void + push ( Card x ) : void + setPileNumber ( int pile\_number ): void LOCY: int + getMainDrawPile ( ): LinkedStack + getPileNumber ( ): int GAP: int + getTempDrawPile (): DrawPile suit\_piles\_field: SuitPilesField + getDrawnCard(): Card + setSubDrawPilePanel ( SubDrawPilePanel sub\_draw\_pile\_panel) draw\_pile\_holder\_panel: DrawPileHolderPanel + setDrawnCard (): void + getSubDrawPileNumCards ( ): int + pushDrawnCards (Card[] drawn\_cards): void + pop ( boolean suppress\_error, boolean peek\_mode ) : Card + reverseCards ( ): void + pushTempDrawnCards (): void + setSuitPilesField ( SuitPilesField suit\_piles\_field ) : void + drawCard(): void + drawMainPileCards (): void + setDrawPileHolderPanel (DrawPileHolderPanel draw\_pile\_holder\_panel ): void + toString (LinkedStack x): String + getDrawnCards (): Card[] + getPreferredSize ( ) : Dimension + pop (boolean suppress\_error, boolean peek\_mode): Card + setDrawnCards (): void + popCardNumber (int num\_card, boolean suppress\_error): Card + printContent (): void ISA <<SuitPilePanel>> Class Name Contain CARDWIDTH: int <<SuitPilesField>> CARDHEIGHT: int <<FieldInterface>> Class Name + CONTAINERGAP : int Interface Name WIDTH: int SIZE: Dimension - HEIGHT: int loc\_X:int CARDWIDTH: int · loc\_Y : int SIZE: Dimension suit\_pile\_card : CardField + setCardLocationInChild (int index child, CardField pushed card) : void - LOCX: int suit pile : SuitPile + containsCardInChild (int location\_x, int location\_y): boolean LOCY: int + setPileField ( CardField suit\_pile\_card, int loc\_x, int loc\_y ) : void STARTGAP: int + addCard ( CardField suit\_pile\_card, int loc\_x, int loc\_y ) : return GAP: int + setSuitPile ( SuitPile suit\_pile ) : void FINALGAP: int + draw ( Graphics g ) : void + suit\_piles : SuitPile[4] suit piles panel : SuitPilePanel[4] suitpiles\_field\_listener: MouseAdaptForGameField <<SuitPile>> + assignSuitPiles ( LinkedStack piles[], PilePanel piles\_panel[] ) : void Class Name + setSuitPilesCards (CardField[] card\_fields ) : return suit\_pile: char + draw ( Graphics g ) : void SuitPilePanel suit\_pile\_panel + setCardLocationInChild (int index\_child, CardField pushed\_card): void + containsCardInChild (int location\_x, int location\_y): int getPreferredSize (): Dimension + setSuitPilePanel (SuitPilePanel suit\_pile\_panel) : void + setSuitPile (char suit\_pile) : void <<PilesField>> + getSuitPile (): char + toString (LinkedStack x) : String Class Name + checkForWin ( ): boolean WIDTH: int <<PilePanel>> + push ( Card x ) : void - HEIGHT: int Class Name + checkPush ( Card x, Card temp ) : boolean CARDWIDTH: int + pop ( boolean suppress\_error, boolean peek\_mode ) : Card CARDWIDTH: int CARDHEIGHT: int + peek (): Card CARDHEIGHT: int SIZE: Dimension SIZE: Dimension LOCX: int loc\_X:int - LOCY: int - loc\_Y : int - STARTGAP: int <<Pile>> pile\_card : CardField GAP: int Class Name pile : Pile - FINALGAP: int pile number: int + piles : Pile[7] + setPileField ( CardField suit\_pile\_card, int loc\_x, int loc\_y ) : void pile\_panel : PilePanel piles\_panel : PilePanel[7] + setPile ( Pile pile ) : return layout: BoxLayout + getXOnScreen (): int + setPilePanel ( PilePanel pile\_panel ) : void + getYOnScreen (): int + assignPiles ( LinkedStack piles[], PilePanel piles\_panel[] ) : void + setPileNumber ( int pile\_number ) : void + draw ( Graphics g ) : void + setPilesCards (CardField[] card\_fields ) : return + getPileNumber ( ): int + draw ( Graphics g ) : void + toString (LinkedStack x): String + setCardLocationInChild (int index\_child, CardField pushed\_card): void + push ( Card x ) : void + containsCardInChild (int location\_x, int location\_y): int checkPush ( Card x, Card temp ): boolean

+ pop( boolean suppress\_error, boolean peek\_mode ) : Card

+ peek (): Card

+ getPreferredSize ( ): Dimension

<<DrawPileHolderPanel>>