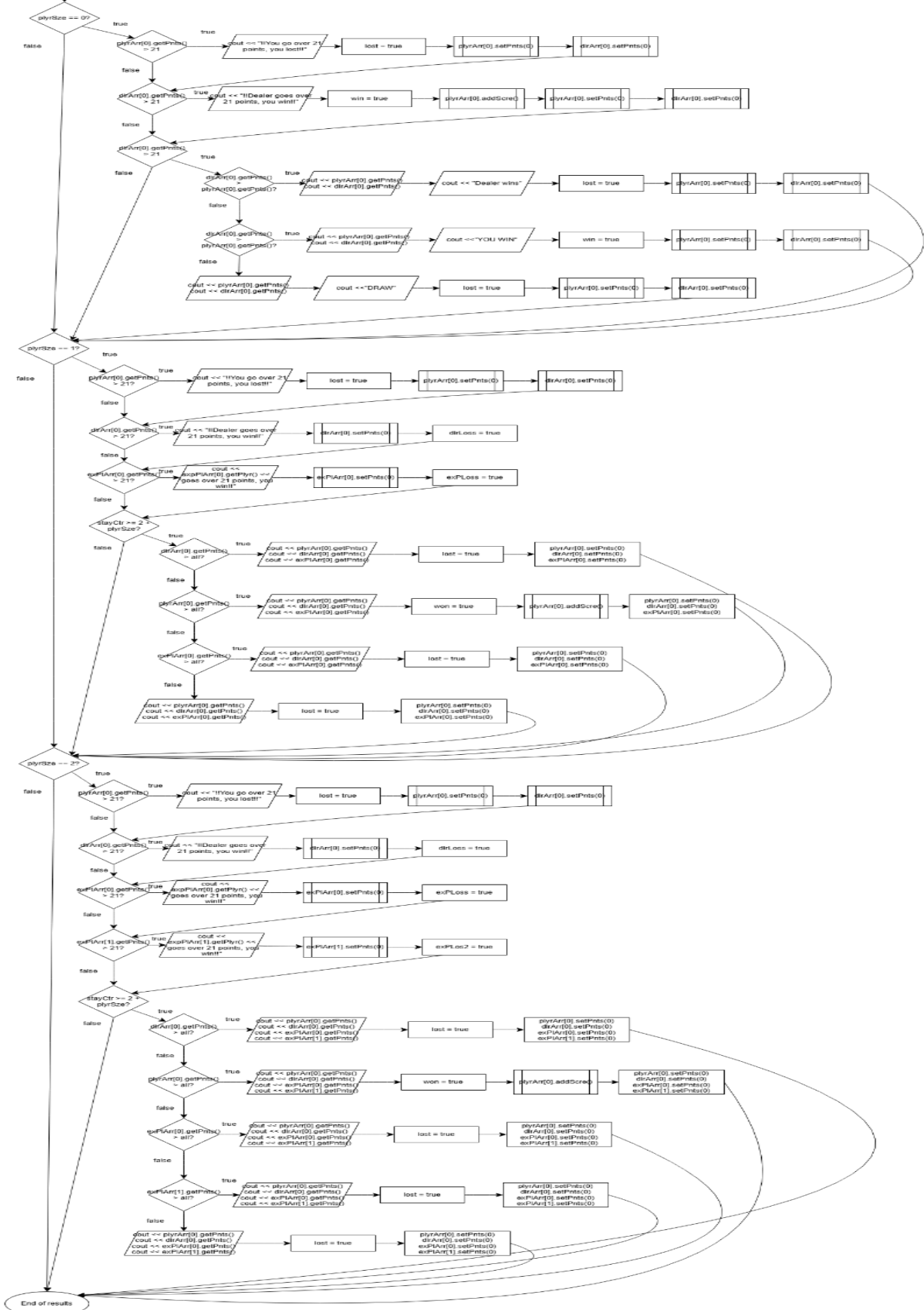
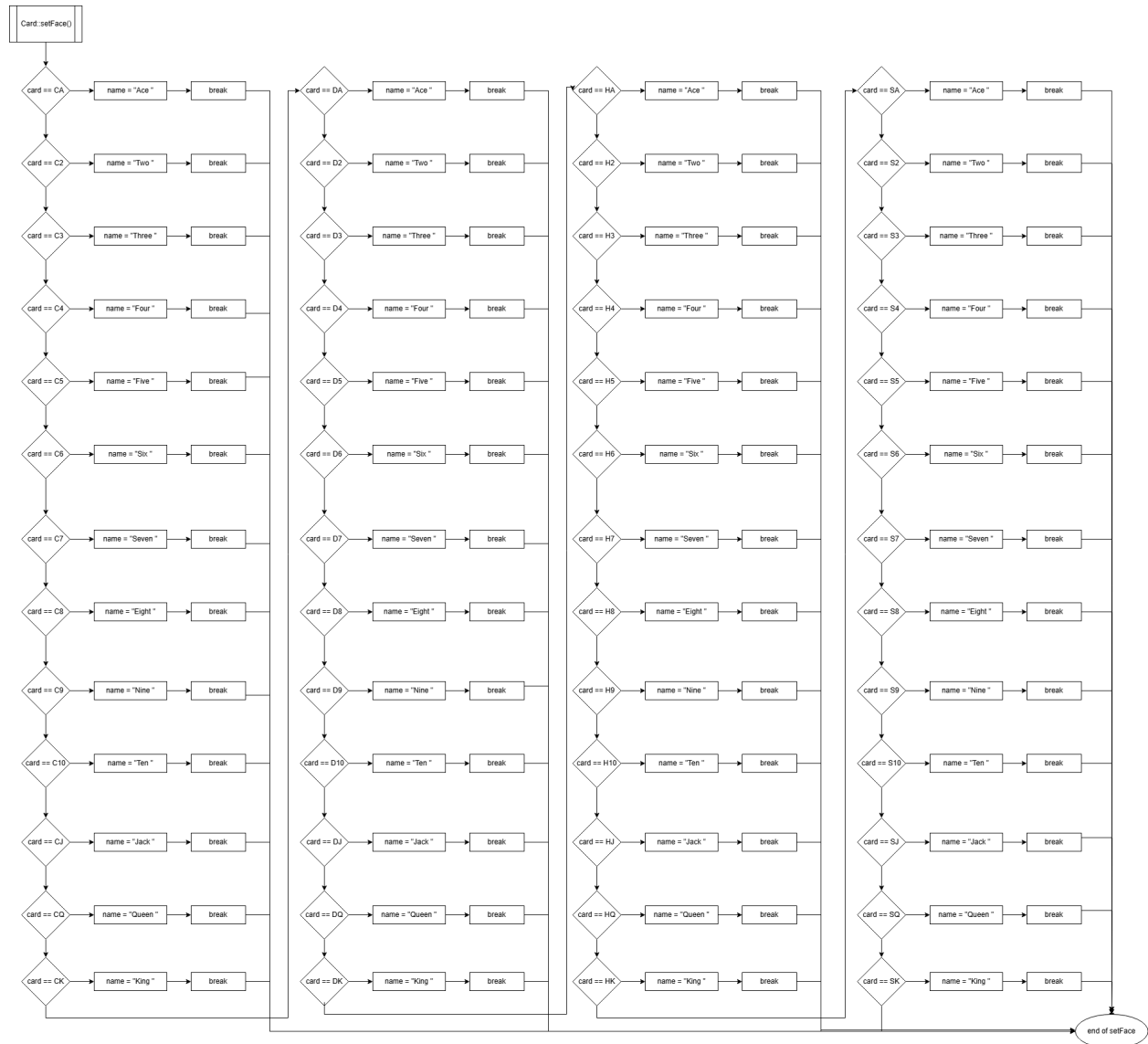


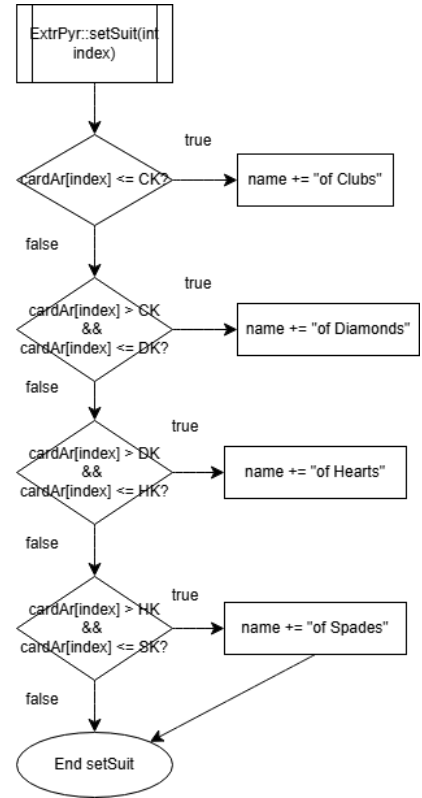
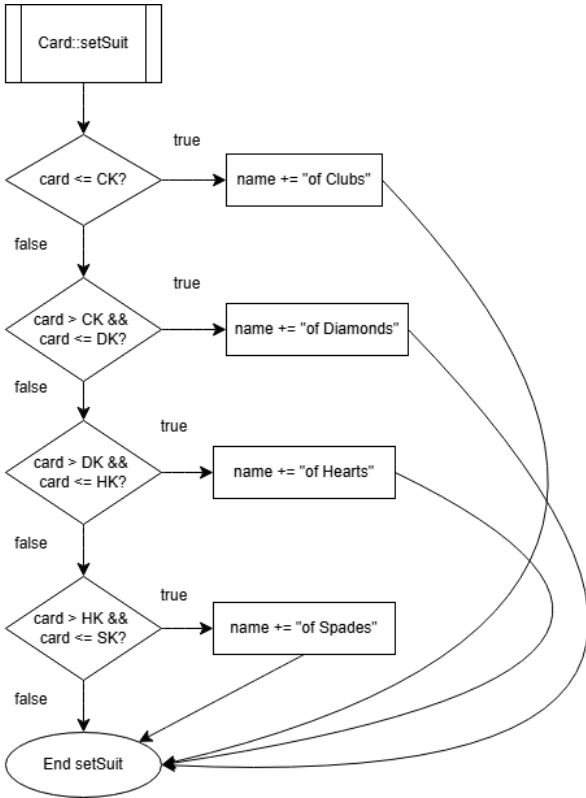
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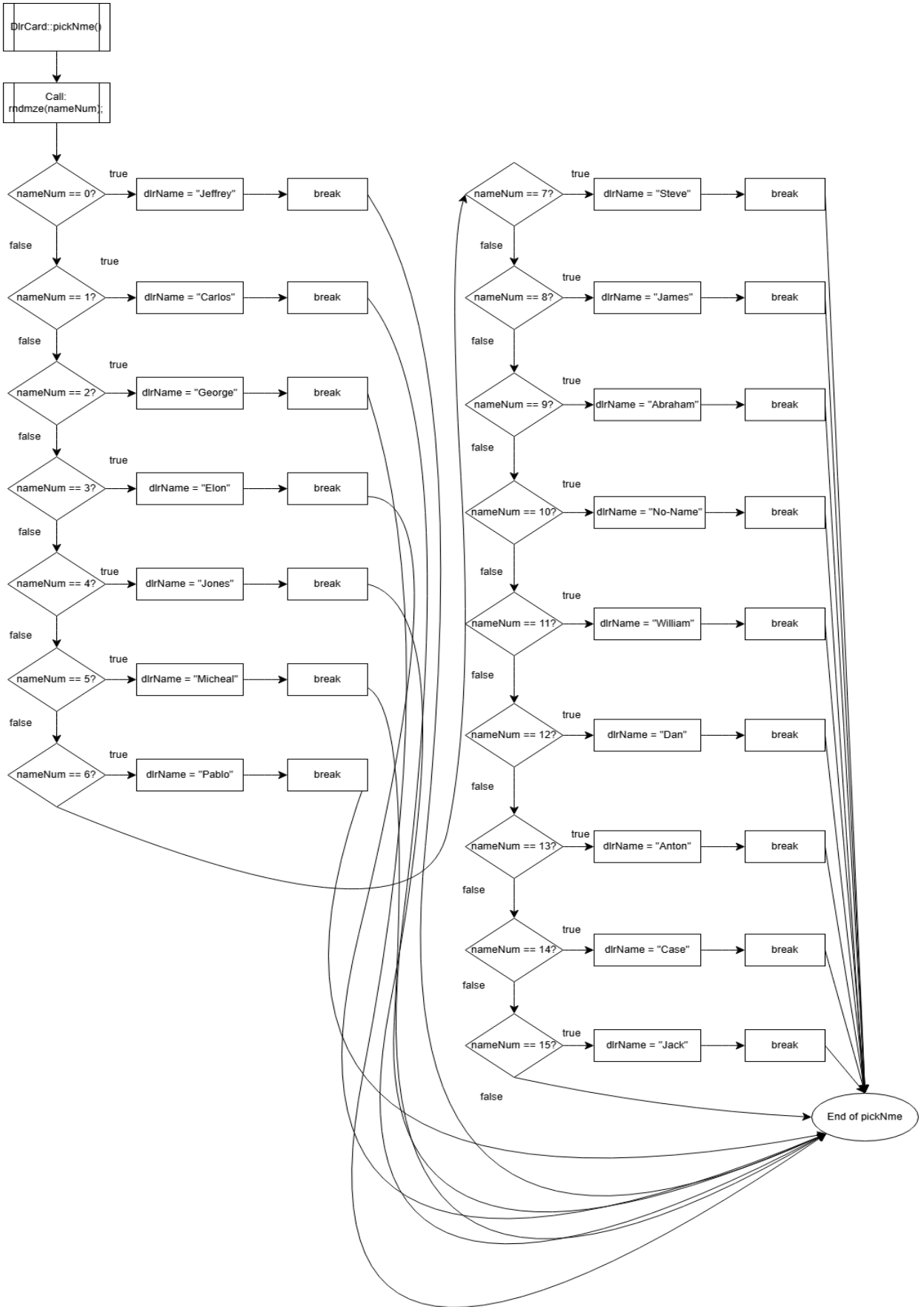
resultsWon, bool &lost, Card
plyAr[1], drcard drcAr[1], exPlyAr
exPAr[1], int &stayCtr, int
&plySize, bool &drLess, bool
&exPLoss, bool &exPWin;

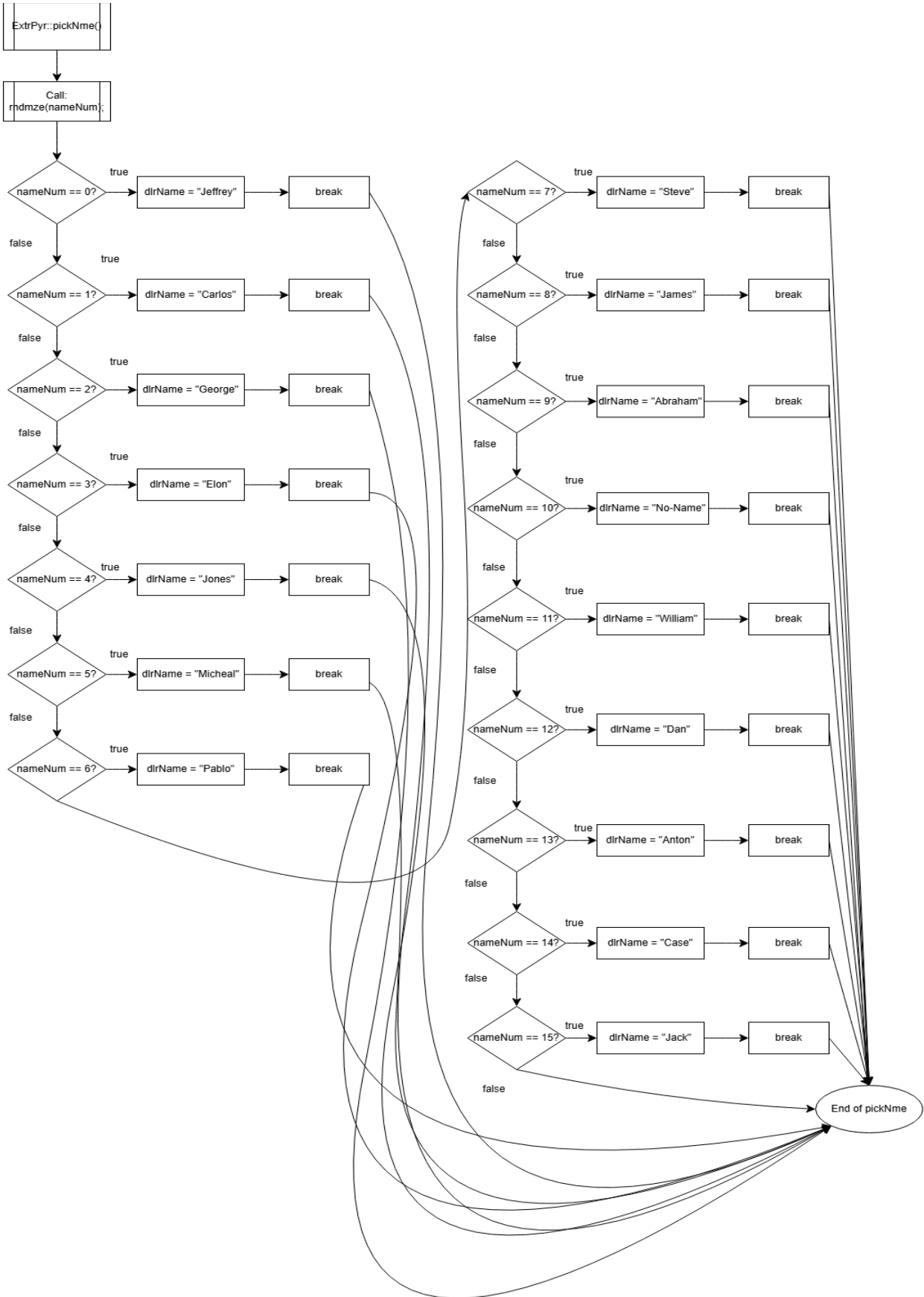
```

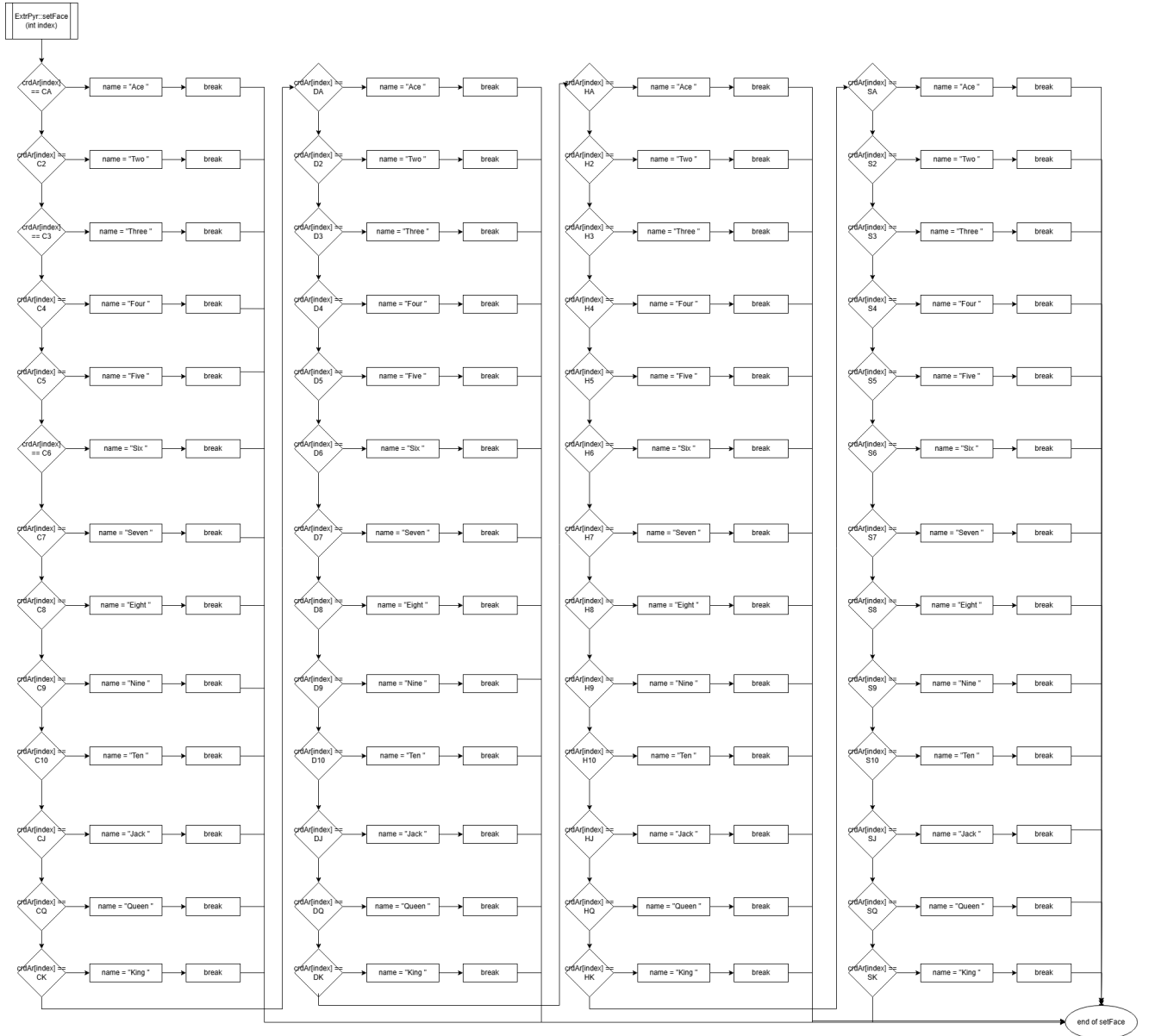


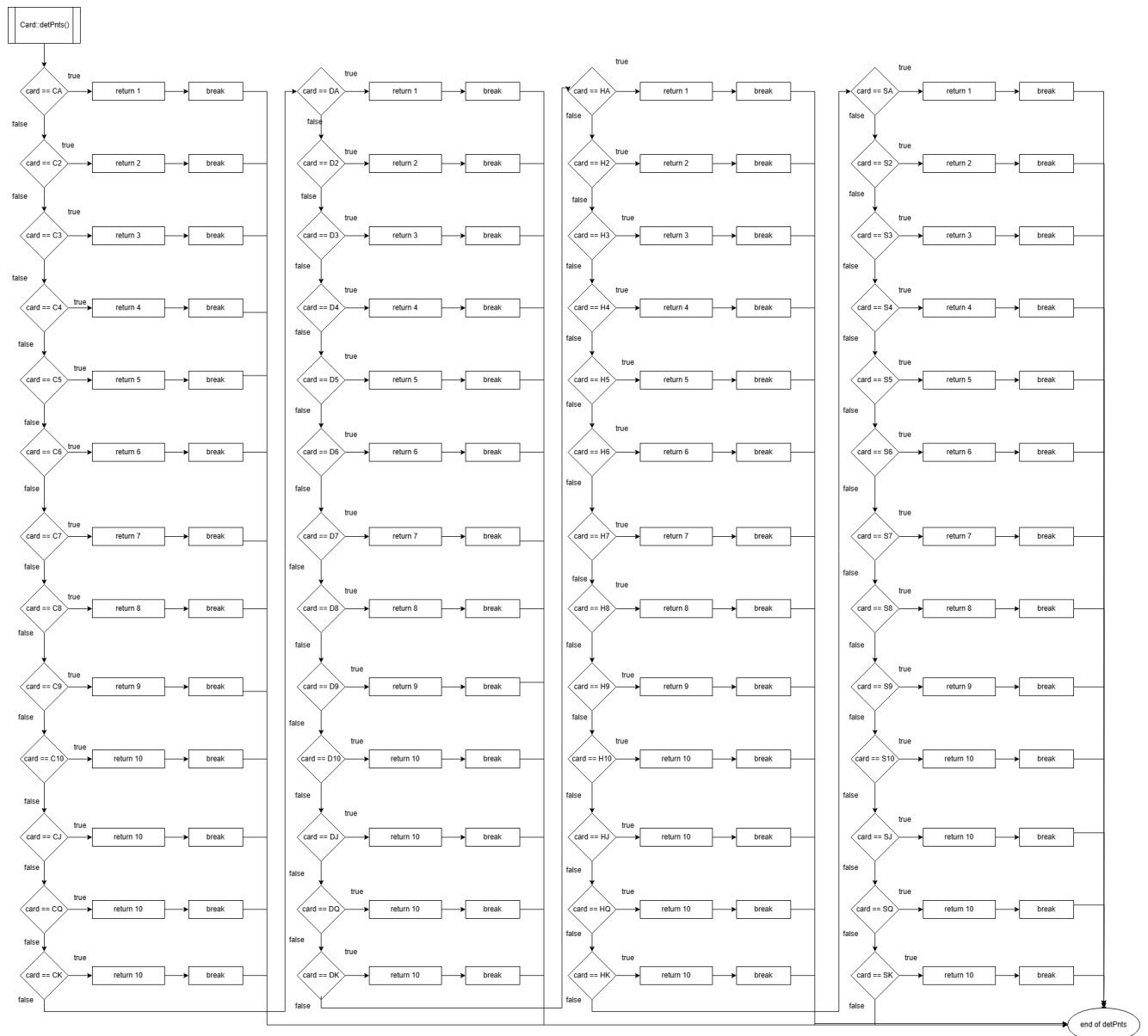


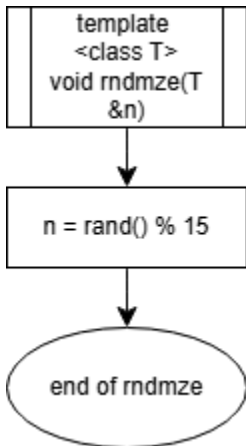












Abstrct
- card : int - name : string - points : int + Abstrct() : + ~Abstrct() :

PlyInfo
- score : int - plyrNme : string + PlyInfo() : + PlyInfo(string str) : + ~PlyInfo() : + getInfN() : string + getScre() : int + addScre() : void + setInfN(string str) : void

Card : public Abstrct
- plyinfo : PlyInfo - Deck { CA = 1, C2, C3, C4, C5, C6, C7, C8, C9, C10, CJ, CQ, CK, DA, D2, D3, D4, D5, D6, D7, D8, D9, D10, DJ, DQ, DK, HA, H2, H3, H4, H5, H6, H7, H8, H9, H10, HJ, HQ, HK, SA, S2, S3, S4, S5, S6, S7, S8, S9, S10, SJ, SQ, SK } + Card() : Abstrct () + Card (int n) : + Card (Card &obj) : + ~Card() : virtual + setCard(int n) : void + setPnts(int n) : void + getCrN() : int + getName() : string + setInfN(string str) : void + getInfN() : string + getInfS() : int + getPnts() : int + addScre() : void + getScre() : int + detPnts() : int + setFace() : void + setSuit() : void + operator<<(ostream &strm, Card obj) : friend std::ostream + operator==(const Card &obj) : bool + operator+=(int p) : int

DlrCard : public Card
- dlrName : static string - nameNum : static int + DlrCard() + ~DlrCard() : virtual + getNmeN() : static int + getDlr() : static string + pickNme() : void

ExtrPyr : public Card
- exc : string - extPNme : string - nameNum : int - size : int - crdAr : int* + ExtrPyr() : + ~ExtrPyr() : virtual + setFace(int) : void + setSuit(int) : void + detPnts(int) : int + getCrAr(int index) : int + getNmeN() : int + setCrAr(int index) : void + pickNme() : virtual void + getPlyr() : virtual string