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GoFish
Import keyboard

Deck and Players
(-) Deck pool
(-) int _turnCount
(-) int numPlayers
(-) int booksMade

(+) void takeTurn()
(+) boolean nextPlayer()

USES/PLAYS WITH →

Deck

(-) ArrayList<Card> _deck

(+) Deck()
(+) void shuffle()
(+) Card deal(int numPeople)
(+) boolean cardsLeft()

USES/PLAYS WITH

HOLDS

Card

(-) int _rank
(-) int _suit

(+) int getSuit()
(+) int getRank()
(+) void setSuit()
(+) void setRank()
(+) int faceValue()
(+) String royalName()
(+) void printCard()

Player

(-) Hand _hand
(-) int turnNum
(-) int _numBooks

(+) Player
(+) int getNumBooks()
(+) int getTurnNum()
(+) boolean ask(int rank, Player them)

USES/PLAYS WITH

IS MADE OF

Hand

(-) OrderedArrayList<Card> _hand

(+) Hand
(+) int search (Card c)
(+) boolean add(Card c, int numCards)
(+) int removeRank()
(+) Hand showHand()

EXTENDS

EXTENDS

AI *(Time Permitting)*

(-) Object brain //could remember who asked for what in the last rotation? Maybe an array with what they've figured out? *Or add an interface for their strategy?*

Human

(-) String name

(+) Human
(+) getName()
(+) setName()

WRAPS

OrderedCards

(+) addBinary()