

Deck

```
+ static const int DECK_SIZE
# std::vector< Card *
  > inPlayCards
# std::vector< Card *
  > handCards
# std::vector< Card *
  > library
# std::vector< Card *
  > disCards
# std::vector< Card *
  > enchantmentInGame
```

```
+ Deck()
+ Deck(std::string nomDeck)
+ Deck(std::vector<
  CreatureCard > creatures)
+ ~Deck()
+ void printLibrary()
+ void printInPlayCards()
+ void generateRandomDeck()
+ bool drawCard()
+ void disengageCards()
+ std::vector< Card *
  > getPlayableCards()
+ std::vector< Card *
  > getAttackCards()
+ std::vector< Card *
  > getDefenseCards()
+ std::vector< Card *
  > getHandCards()
+ void playCard(Card *c)
+ void discardCard(Card *c)
+ void importFromJson
  (std::string filename)
+ void exportToJson(std
  ::string filename)
+ std::vector< Card *
  > getEnchantmentInGame()
+ bool hasEnchant(std
  ::string e)
+ std::vector< Card *
  > getCreatureCard()
+ std::vector< Card *
  > getCardInPlay()
+ int getNbForest()
+ void addCardInPlay
  (Card *c)
+ void removeCard(Card *c)
```