

Deck

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

```
+ Deck()
+ Deck(std::string nomDeck)
+ ~Deck()
+ void printLibrary()
+ void printInPlayCards()
+ void generateRandomDeck()
+ bool drawCard()
+ void disengageCards()
+ std::vector< Card *
  > getPlayableCards()
+ std::vector< Card *
  > getAttackCards()
+ std::vector< Card *
  > getDefenseCards()
+ void playCard(Card *c)
+ void discardCard(Card *c)
+ void JsonToDeck(std
  ::string nomDeck)
```