```
Card
+ static std::vector
< std::string > ColorCode
# std::string name
# std::vector< int >
manaCost
# std::string color
# bool is Discarded
# bool is Engaged
# std::string typeOfCard
+ Card(std::string nm,
std::vector< int > mnCt,
std::string clr)
+ void setName(const
std::string &name)
+ void engage()
+ virtual void disengage()
+ void setManaCost(std
::vector< int > manaCost)
+ void setColor(const
std::string &color)

    void setIsDiscarded

(bool isDiscarded)
+ const std::string &
getName() const
+ const std::string getColored
Name() const
+ std::vector< int >
getManaCost() const
+ const std::string &
getColor() const

    bool getIsDiscarded

() const
+ bool getIsEngaged()
const
+ ~Card()
+ void isStillOperational()
+ virtual void print()
+ virtual void printLine
(int line)
+ std::string manaToString()
+ static void print(std
::vector< Card * > v)
                #asso
      EnchantmentCard
  + EnchantmentCard(std
   ::string name, std::string
   color
    ~EnchantmentCard()
   + void effect()
  + void print()
  + void printLine(int
   line)
  + void associate(Card
   *CardToAssociate)
  + Card * getAsso()
```