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()
+ std::vector< Card *
 > getHandCards()
+ void playCard(Card *c)
+ void discardCard(Card *c)
+ void JsonToDeck(std
::string nomDeck)
+ void CardtoJson(std
::string nomDeck)
+ void exportToJson(std
::string filename)