Card + static std::vector < std::string > ColorCode # std::string name # std::vector< int > manaCost # std::string color # bool isDiscarded # 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() + 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) CreatureCard # int defaultHp # int attackPower # bool firstTurn + CreatureCard(std:: LandCard string nam, std::vector < int > mC, std::string cl, int ap, int hp) + LandCard(std::string + int getHp() const nm, std::string clr) + int getAttackPower + ~LandCard() + void print() + void setHp(int hp) + void printLine(int + void setAttackPower line) (int attackPower) + void invocate() + bool isFirstTurn() + void print()

int hp

() const

line)

+ void printLine(int

+ void attack()