```
Deck

    + static const int DECK_SIZE

# std::vector< Card 3
 > inPlavCards
# std::vector< Card *
  handCards
# std::vector< Card *
 > librarv
# std::vector< Card *
 > disCards
+ Deck()
+ Deck(std::string nomDeck)
+ ~Deck()
+ void printLibrary()
+ void printlnPlayCards()
+ 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)
                #cards
            Player
# std::string name
# std::string printColor
# bool is Alive
# int currentHp
# static int baseHp
+ Player(std::string,
Deck)
+ ~Player()
+ void setPrintColor
(std::string color)
+ std::string getName()
+ std::string getColoredName()
+ int getHp()
+ void setHp(int hp)
+ bool drawCard()
+ void disengageCards()
+ std::vector< Card *
> getPlayableCards()
+ void playCard(Card
+ std::vector< Card
> getAttackCards()
+ std::vector< Card
 getDefenseCards()
+ void discardCard(Card *c)
```