```
Deck
+ static const int DECK SIZE
# std::vector< Card 3

    inPlayCards

# std::vector< Card *
  handCards
# std::vector< Card *
  library
# 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()
+ 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)
                 #cards
             Player
# std::string name
# std::string printColor
# bool isAlive
# 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 *
std::vector > Cards()getPlayableCards()layCard(Card *c)
+ void playCard(Card
+ std::vector< Card
> getAttackCards()
+ std::vector< Card *
> getDefenseCards()
+ std::vector< Card
> getHandCards()
+ void discardCard(Card *c)
```