

## Card

```
+ static std::vector  
< std::string > ColorCode  
# std::string name  
# std::vector< int >  
  manaCost  
# std::string color  
# bool isDiscarded  
# bool isEngaged  
# 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)
```