UnoFlipModelViewFrame

model: UnoFlip
cardButtons: ArrayList<JButton>
-player: List<UnoPlayer>
-deck : Deck
-panel: JPanel
-wildCardColors: JRadioButton[]
-buttonGroup: ButtonGroup
-currentPlayerIndex: int
-game: UnoFlip
-southTextArea: JTextArea
-scrollPane: JScrollPane
-direction: UnoFlip$Direction
-southPanel: JPanel
-buttonPanel: JPanel
-card:Card
-userHand: Hand
-centerButton: JButton
event: UnoFlipEvent

-UnoFlipModelViewFrame
-updateSouthTextArea(e: UnoFlipEvent): void
-updateCentre(e: UnoFlipEvent): void
-updateCrads: void
-creatCardButton(card: Card): JButton
-initializeButtonHand:void
- getCardButtons:ArrayList<JButton>

«interface»
UnoFlipModelView

UnoFlipModelView

updateSouthTextArea(var1: UnoFlipEvent)