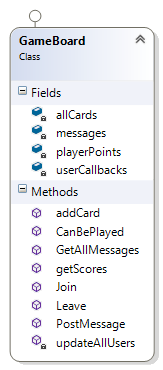
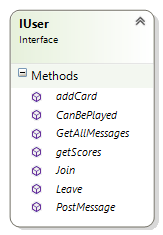
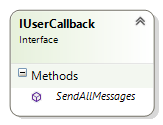
1. Service Contract





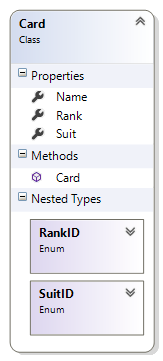
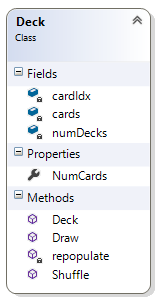
The IUser and the GameBoard will be exposed by the WPF service and used remotely by the service. The allCards, playerPoints and userCallbacks dictionaries are used, as well as the methods defined in the IUser interface, and implemented in GameBoard.

1. Callback Contract



The IUserCallback interface will be exposed by the service. The key method is SendAllMessages, which is used to update all of the GUIs.

1. Data Contract



The Card and Deck data contracts will be exposed by the service. The Deck will be used to draw a card for each player, and whichever Player has the highest card wins that round.