**Partial UML Class Diagram: Solitaire Game**

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| **Solitaire Game** |
| **-drawPile : CardPile**  **-discardPile : CardPile**  **-tableauPiles : array of Hand**  **-suitPiles : array of CardPile**  **-cards : array of ints**  **-won : array of bools**  **-winning : int** |
| **+SetUpGame()**  **+TryMove(Card card1, Card card2)**  **+TryScore(Card card, int suit)**  **+CheckWon(int suit)** |

**SetUpGame()** Initializes the class variables at start of a new game

**TryMove(Card card1, Card card2)** returns true if card 1 moving to card 2 is a valid move

**TryScore(Card card, int suit)** returns true if card being moved to suit pile is a valid move

**CheckWon(int suit)** return true if all 4 suit piles are full