Card

- face: String
- suit: String

<<Constructor>> Card(cardFace: String, cardSuit: String)
+ toString()
+ getFace(): String
+ getSuit(): String

DeckOfCards

- randomNumbers: SecureRandom
- NUMBER_OF_CARDS: int
- deck: Card[]
- currentCard: int
- faces: String[]
- suits: String[]
- HAND_SIZE: int
- hand: card[]

<<Constructor>> DeckOfCard()
+ shuffle()
+ dealCard(): Card
+ dealHand(): Card[]
+ findIndex(array: String[], value: String): int
+ isPair(hand: Card[]): boolean
+ isTwoPairs(hand: Card[]): boolean
+ isThreeOfAKind(hand: Card[]): boolean
+ isFourOfAKind(hand: Card[]): boolean
+ isFlush(hand: Card[]): boolean
+ isStraight(hand: Card[]): boolean
+ isFullHouse(hand: Card[]): boolean