

Board
newGame()
getSize()
isEmpty()
replaceCards()
gameIsWon()
dealCards()

← HAS-A

Normal Set
isLegal()
anotherPlayIsPossible()

↓ HAS-A

Deck
isEmpty()
getSize()
shuffle()
deal()
toString()

IS-A ↗

Gravity
Set

IS-A ↗

Complement Pairs-
Set

↓ HAS-A

Card
// getter &
setter methods
equals()
toString()