ENTITIES

Card	
 rank: string suit: char isFace(): bool [whether this Card is a face card] getRank() getSuit() 	

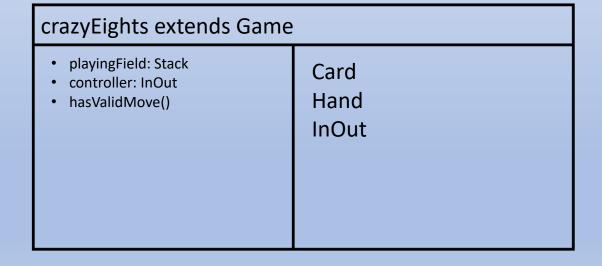
Hand		
 cards: List getCards(): Card[] addCard(Card) [to end of hand] removeCard(): Card [remove first/top card] removeCard(rank, suit): Card [remove specific card] getSize(): int 	Card	

Cards: List drawCard(): Card shuffle() peek(): Card [first/top card of deck] isEmpty(): bool addCard(Card) [adds to bottom of deck]

USE CASES

Player	
 hand: Hand name: String addToHand(Card) removeFromHand(Card) getHand(): Hand 	Hand Card

Game (abstract)		
 players: Player[] deck: Deck currPlayer: Player currPlayerIndex: int calculateValidMoves() makeMove(Card) checkWin(): bool startGame() [main game loop] 	Player Deck Card	



CONTROLLERS/UI

InOut (interface)	
 getCard() [return user selected card] drawCard() [return whether user wishes to draw a card from the deck] sendOutput() [send output to the user] 	

ConsoleInOut implements InOut		
Command line interface Uses inputs from console to implement InOut		