

<< ActionListener >>
phase3

+ NUM_CARDS_PER_HAND : int
+ NUM_PLAYERS : int
+ computerLabels : JLabel[]
+ humanLabels : JLabel[]
+ playedCardLabels : JLabel[]
+ playLabelText : JLabel[]
+ humanButtons : JButton[]
+ myCardTable : CardTable
+ compHand : Hand
+ humanHand : Hand
+ lastComputerCard : Card
+ lastHumanCard : Card
+ humanScore : int
+ compScore : int
+ winnings : Hand

+ main(String[]) : void
+ displayHands() : void
+ playCards(boolean over) : void
+ prepHandForDisplay() : void
+ scoreRound() : void
+ computerPlay() : void
+ refreshScreen() : void
+ actionPerformed(ActionEvent e) : void

CardGameFramework

- MAX_PLAYERS : int
- numPlayers : int
- numPacks : int
- numJokersPerPack : int
- numUnusedCardsPerPack : int
- numCardsPerHand : int
- deck : Deck
- hand : Hand[]
- unusedCardsPerPack : Card[]

+ CardGameFramework(int numPacks, int numJokersPerPack, int numUnusedCardsPerPack, Card[] unusedCardsPerPack, int numPlayers, int numCardsPerHand)
+ CardGameFramework()
+ getHand(int k) : Hand
+ getCardFromDeck() : Card
+ getNumCardsRemainingInDeck() : int
+ newGame() : void
+ deal() : boolean
+ sortHands() : void
+ playCard(int playerIndex, int cardIndex) : Card
+ takeCard(int playerIndex) : boolean

Hand

+ MAX_CARDS : int
- myCards : Card[]
- numCards : int

+ Hand()
+ sort() : void
+ resetHand() : void
+ takeCard(Card card) : boolean
+ playCard(int index) : Card
+ toString() : String
+ getNumCards() : int
+ inspectCard(int k) : Card

Card

+ Suite: enum
+ values : char[]
+ valueRanks : char[]
- value : char
- suit : Suit
- errorFlag : boolean

+ Card()
+ Card(Card copyCard)
+ Card(char value, Suit suit)
+ arraySort(Card[] cards, int arraySize) : void
+ rank(char value) : int
+ getValue() : char
+ getSuit() : Suit
+ getErrorFlag() : boolean
+ set(char newValue, Suit newSuit) : boolean
+ toString() : String
- isValid(char value, Suit suit) : boolean

CardTable

+ serialVersionUID : long
+ MAX_CARDS_PER_HAND : int
+ MAX_PLAYERS : int
- numCardsPerHand : int
- numPlayers : int
+ pnlComputerHand : JPanel

+ CardTable(String title, int numCardsPerHand, int numPlayers)
- setPanelVars(JPanel panel, String name) : void

GUICard

- iconCards : Icon[][]
- iconBack : Icon
+ iconsLoaded : boolean

+ turnIntIntoCardValue(int k) : String
+ turnIntIntoCardSuit(int j) : String
+ loadCardIcons() : void
- valueAsInt(Card card) : int
- suitAsInt(Card card) : int
+ getIcon(Card card) : Icon
+ getBackCardIcon() : Icon

Deck

+ NUM_DECKS : int
+ DECK_SIZE : int
+ MAX_CARDS : int
- masterPack : Card[]
- cards : Card[]
- topCard : int
- numPacks : int

+ Deck()
+ Deck(int newNumPacks)
+ init(int numPacks) : void
+ addCard(Card) : boolean
+ getNumCards() : int
+ sort() : void
+ shuffle() : void
+ topCardAccessor() : int
+ removeCard(Card card) : boolean
+ dealCard() : Card
+ inspectCard(int index) : Card
- allocateMasterPack() : void

