<< 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

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 + getlcon(Card card): lcon
- + getBackCardIcon(): Icon

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



- + 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



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