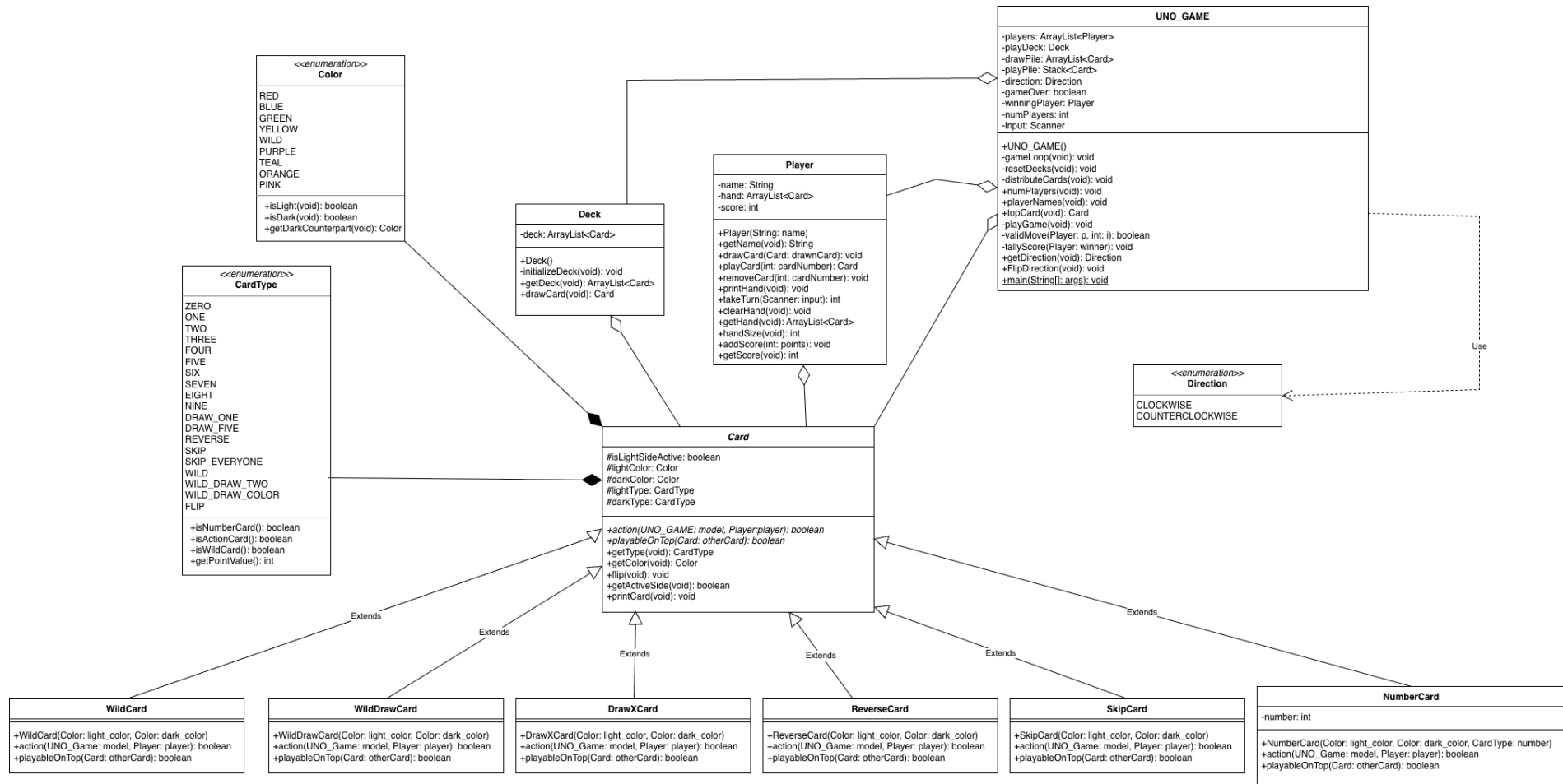
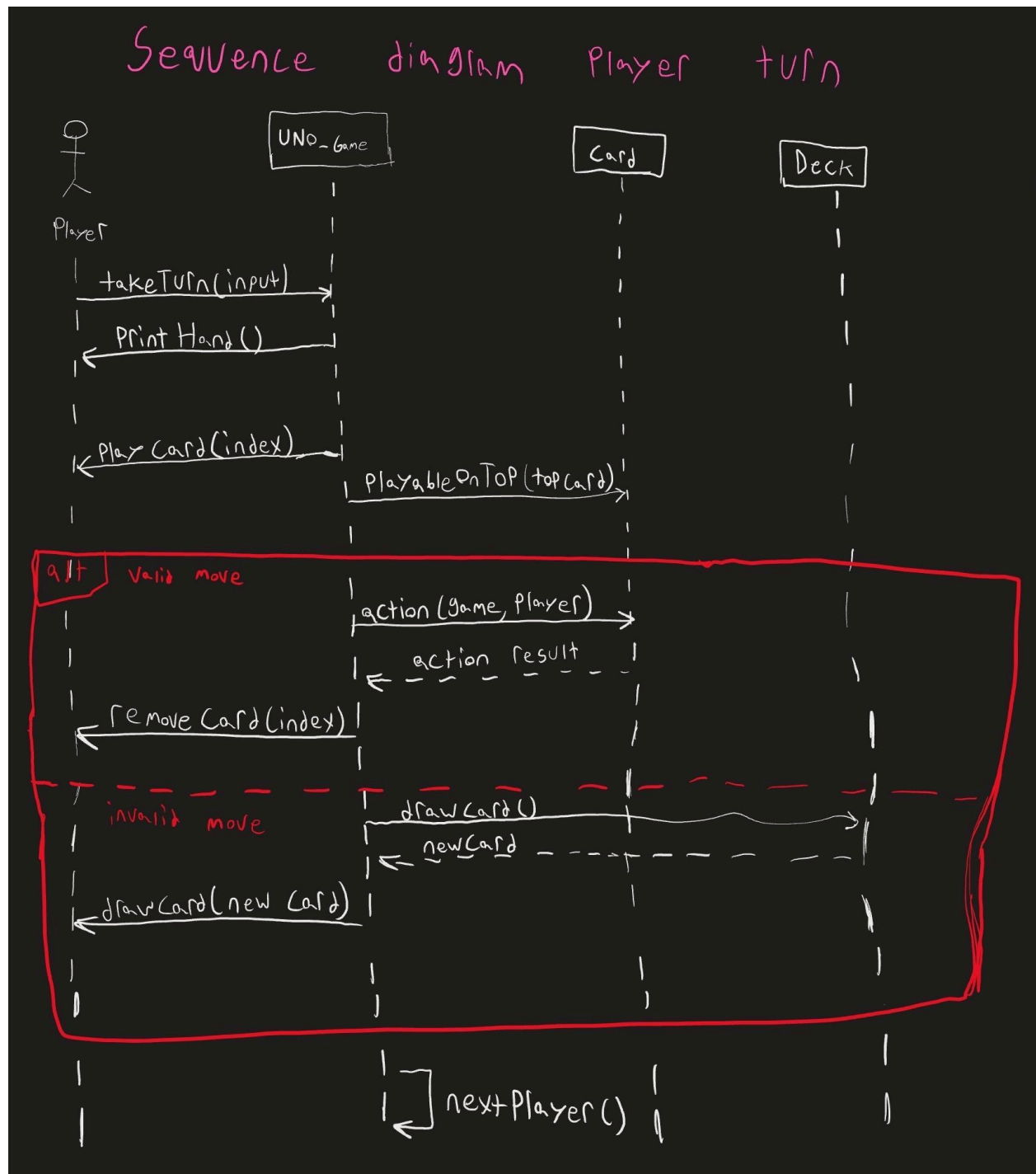


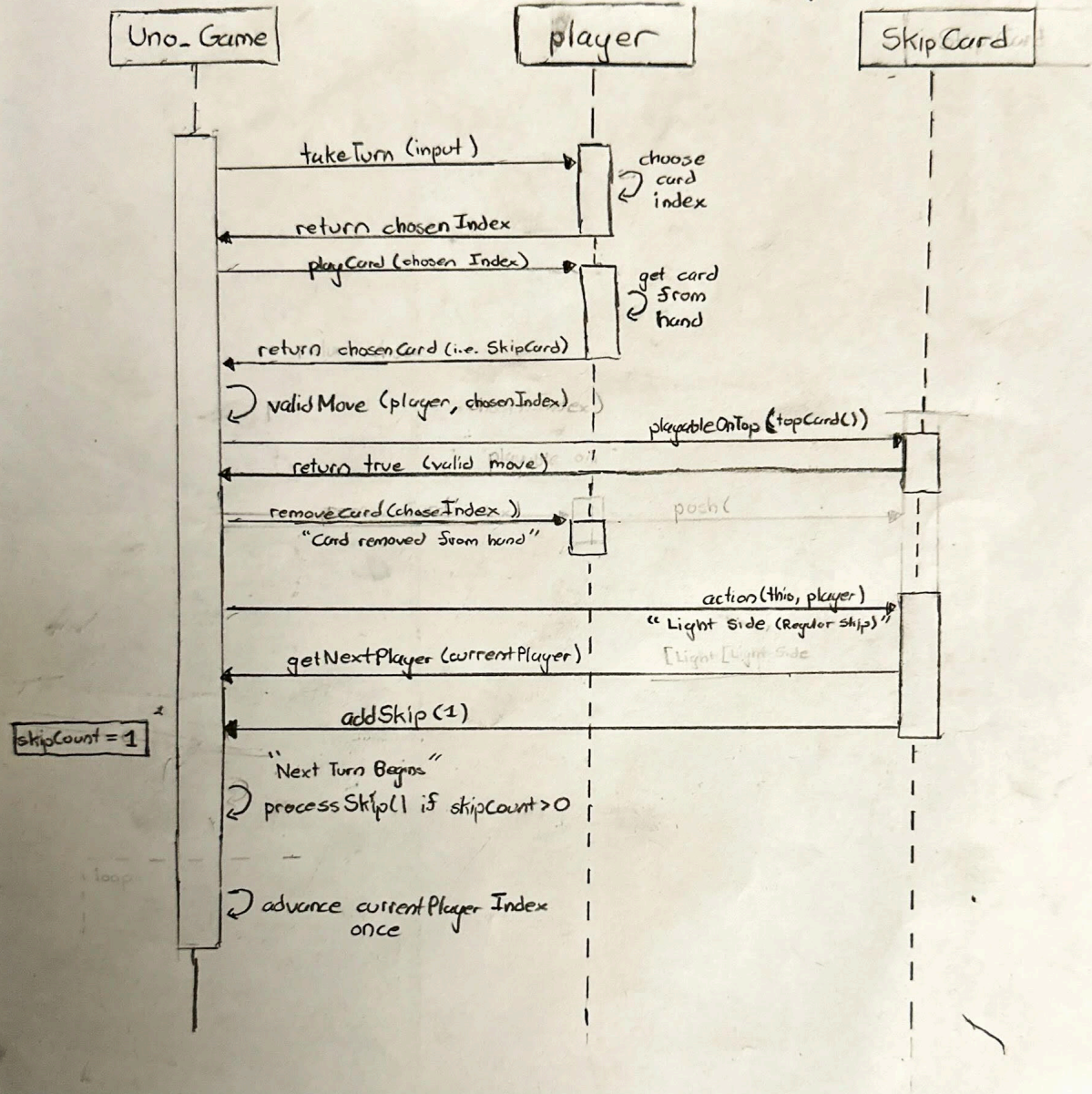
Uml Diagram:



Sequence Diagrams:



Skip People Functionality



Data structures:

ArrayList;

Used in:

- Deck (private ArrayList<Card> deck;)
- UNO_GAME(private ArrayList<Card> drawPile;)
- Player (private ArrayList<Card> hand;)

Why:

- Has a dynamic size
- Can store objects
- able to easily access indexes
- Able to easily remove objects

Enum;

Used in:

- Color (RED, BLUE, YELLOW, etc.)
- CardType (DRAW_ONE, WILD, etc.)
- Direction (CLOCKWISE or COUNTERCLOCKWISE)

Why:

- It's a fixed set of constants
- Prevents invalid values
- Has built in helper functions

Stack;

Used in:

- UNO_GAME (private Stack<Card> playPile;)

Why:

- The Uno play pile is LIFO since the most recently played card is at the top