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| **Card** |
| + *getIntegerValue() : int*  + *getValue(bool setJokerValue = true) : std::string*  *+ resetJokerValue() : void*  \* |

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| **Pile** |
| + addCard(const std::shared\_ptr<Card>& card) : void  + draw() : std::shared\_ptr<Card>  + shuffle() : void |

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| **Joker** |
| + *getIntegerValue() : int*  + *getValue(bool setJokerValue = true) : std::string*  *+ resetJokerValue() : void*  + setValue(const std::string& newValue) : void |

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| **Head** |
| + addCard(std::shared\_ptr<Card> card) : int  + popAllCards() : std::vector<std::shared\_ptr<Card>>  + resetHeadCount() : void  + headcount : int |

drawPile discardPile

currentCard, reserve

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| **Player** |
| # pImpl : std::shared\_ptr<PlayerImpl> |
| + acceptDrawPile(const std::vector<std::shared\_ptr<Card>>& cards) : void  + draw() : int  + exchangeReserve() : int  + transferInfo(std::shared\_ptr<Player> to) : void  + cutHead(const std::vector<std::shared\_ptr<Card>>& cards, std::vector<std::shared\_ptr<Card>>& headCards) : void  + promptTestingCard() : void  + checkWin() : void  + endTurn(bool testingMode) : void  *+ promptAction(const std::shared\_ptr<Heads>& heads) : int*  *+ acceptInfo(std::shared\_ptr<PlayerImpl> pImpl) : void* |

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| **Heads** |
| + createNewHead(std::shared\_ptr<Head> head) : void  + popHead() : std::shared\_ptr<Head>  + addCardToHead(int headIndex, std::shared\_ptr<Card> card) : int  + <<const>> determineFirstValidHeadIndex(std::shared\_ptr<Card> card) : int  + <<const>> getHeadIndexRange(): std::pair<int, int> |

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| ***Hydra***  1 |
| *+ play() : void* |

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| **ComputerPlayer** |
| *+ promptAction(const std::shared\_ptr<Heads>& heads) : int*  *+ acceptInfo(std::shared\_ptr<PlayerImpl> pImpl) : void* |

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| **HydraBasic** |
| *+ play() : void* |

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| **PlayerImpl** |
| …public fields… |