Card

flipped : boolean

- matched : boolean

path: String

image : Image

- imageView: ImageView

frontCard : Rectangle

numRows: int

numCols: int

+ Card()

+ Card(givenPath:String)

+ setCardandImageSize(): void

+ flipCard() : void

+ setGridPos(r:int, c:int) : void

+ setGridSize(nr:int, nc:int) :void

+ isFlipped() : boolean

+ isMatched() : boolean + getImage(): Image

+ getImageView : ImageView

+ getNumRows() : int

+ getNumCols(): int

+ getFrontCard() : Rectangle

+ setFlipped(flipped:boolean) : void

+ setMatched(matched:boolean) : void

setImage(image:Image) : void

+ setImageView(imageView: ImageView) : void

+ setNumRows(rows:int) : void

+ setNumCols(cols:int) : void

+ setFrontCard(frontCard:Rectangle) : void

GamePane

clickedCardOne : Card

clickedCardTwo : Card

rows : int cols : int

turns int

numMatched : int numClicks : int

cardGridPane : CardGridPane

commandPane : CommandPane

+ GamePane()

+ GamePane(cardSize:int)

+ newGame(): void

registerCardListeners(): void

getRows(): int

getCols(): int

+ getNumMatched() : int

getNumClicks(): int

getCardGridPane() : CardGridPane

getCommandPane() : CommandPane

setRows(rows:int) : void

+ setCols(cols:int) : void

setNumMatched(numMatched:int): void

setNumClicks(numClicks:int): void

setCardGridPane(cardGridPane:CardGridPane): void

setCommandPane(commandPane:CommandPane) : void

CardGridPane

cardSize : int

currentCols : int currentRows : int

cardList : ArrayList<String>

cards : card[][]

MAXROWS : int

MAXCOLS: int

- CardGridPane()

CardGridPane(cardSize:int)

shuffleImages(): void

initCards(rows:int, cols:int) : void

+ setCardImages(): void

+ createCardImageList() : void

+ getCards() : Card[][]

+ getCard(r:int, c:int) : Card

+ getCardSize() : int

+ getCurrentRows(): int

+ getCurrentCols(): int

+ setCards(cards:Card[][]) : void

+ setCardSize(cardSize:int) : void

+ setCurrentRows(rows:int) : void

setCurrentCols(cols:int) : void

+ addCardList(cardPath:String) : void

+ setCardList(index:int, cardPath:String) : void

+ getCardListSize() : int

+ getCardList(index:int) : String

+ removeCardList(index:int) : String