

Player

- + Player()
- + ~Player()
- + Player()
- + operator=()
- + getUsername()
- + getScore()
- + operator+=()
- + operator-=()
- + operator<()
- + operator>()
- + operator>=()
- + operator<=()
- + operator==()
- + operator!=()
- + subtractScore()
- + addScore()
- + resetScore()
- + swapDeck()
- + printScore()
- + printColorCard()