

Day-2 - Object Oriented Programming - Playing Card



What attributes/information/data do you see on a Playing Card?

What are unique to a particular card? (instance variable)

- Suit
- Value
- Color

What are common to all cards? (static variables)

- 2-Sides - Face and a Back
- a background pattern
- a shape
- a size

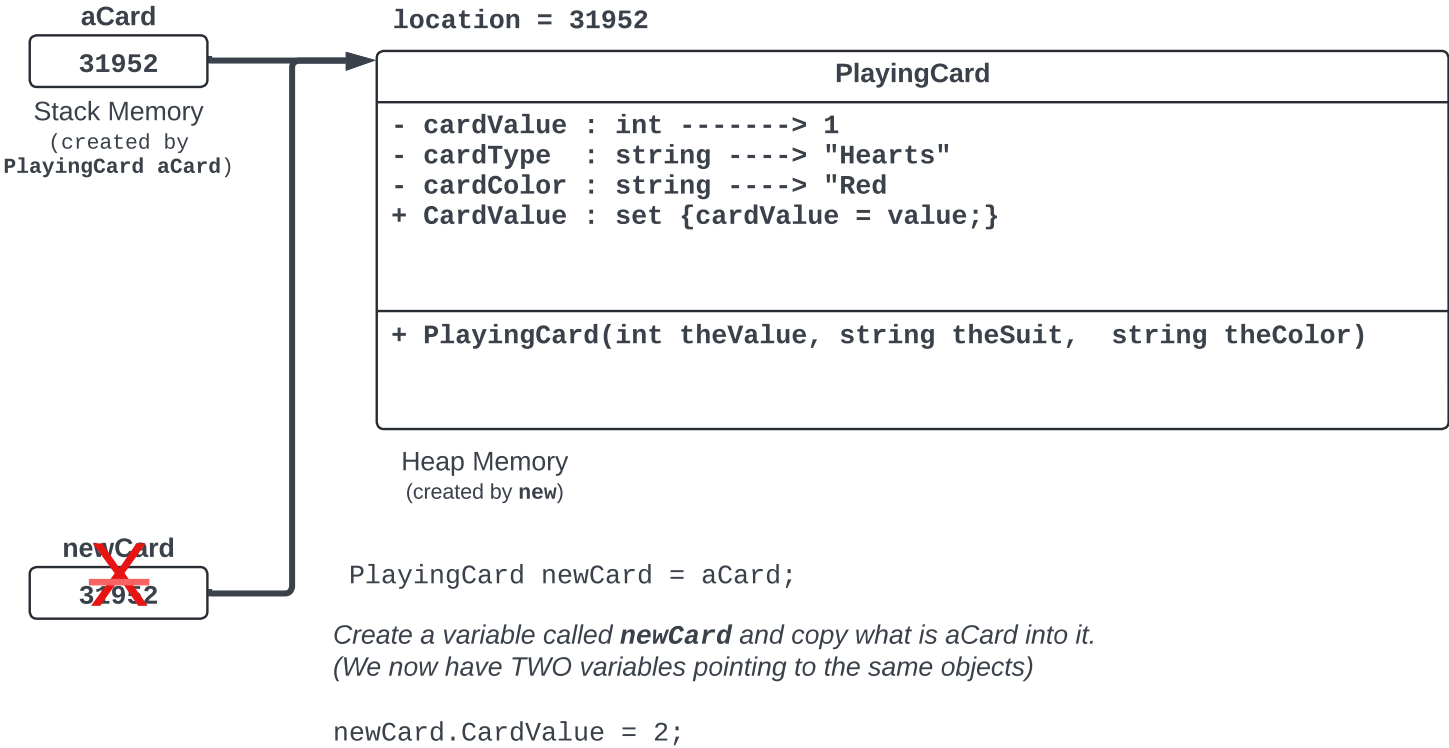
PlayingCard Class

PlayingCard
- cardValue : int - cardType : string - cardColor : string
+ PlayingCard(int theValue, string theSuit, string theColor)

PlayingCard aCard = new PlayingCard(1, "Hearts", "Red");

UML Class Diagram Components

ClassName
Data Members format: access name : type access: + = public - = private # - protected / - derived <u>underlined</u> = static
Method Members format: access name(parameters) : return-type



PlayingCard newCard = new PlayingCard(aCard); // Use copy constructor

