<<Java Class>>
CardTable
(default package)

- ▲ˢMAX_CARDS_PER_HAND: int
- ▲ˢMAX_PLAYERS: int
- ▫ numCardsPerHand: int
- ▫ numPlayers: int
- ○ pnlComputerHand: JPanel
- ○ pnlHumanHand: JPane
- ○ pnlPlayArea: JPanel

- ▲CardTable(String,int,int)

<<Java Class>>
Assig5Phase3
(default package)

- ♦Assig5Phase3()
- ●ˢmain(String[]):void

<<Java Class>>
Assig5Phase2
(default package)

- ▲ˢNUM_CARDS_PER_HAND: int
- ▲ˢNUM_PLAYERS: int
- ▲ˢcomputerLabels: JLabel[]
- ▲ˢhumanLabels: JLabel[]
- ▲ˢplayedCardLabels: JLabel[]
- ▲ˢplayLabelText: JLabel[]

- ♦Assig5Phase2()
- ●ˢmain(String[]):void
- ▲ˢgenerateRandomCard():Card

<<Java Class>>
GUICard
(default package)

- ▫ˢiconCards: Icon[][]
- ▫ˢiconBack: Icon
- ▲ˢiconsLoaded: boolean

- ▲GUICard()
- ▲ˢloadCardIcons():void
- ▲ˢturnIntIntoCardValue(int):String
- ▲valueAsInt(Card):int
- ▲ˢturnIntIntoCardSuit(int):String
- ■ˢsuitAsInt(Card):int
- ●ˢgetIcon(Card):Icon
- ●ˢgetBackCardIcon():Icon

<<
As
(def

- ▲ˢNUM_CA
- ▲ˢicon: Icon

- ♦Assig5Ph
- ▲ˢloadCard
- ▲ˢturnIntInt
- ▲ˢturnIntInt
- ●ˢmain(Stri

<<Java Class>>
HighCardListiner
(default package)

- ■♦HighCardListiner()
- ● actionPerformed(ActionEvent):void

<<Java C
Ha
(default pa

- ▲ˢ﹖NUM_CARD
- ▫ numCards: i

- ♦Hand()
- ▲ resetHand()
- ● takeCard(Ca
- ● playCard(int
- ● playCard():C
- ● toString():St
- ● getNumCard
- ▲ inspectCard
- ● sort():void

UML Class Diagram

<<Java Class>>
Asig5Phase1
(default package)

CARD_IMAGES: int
...e[]

...hase1()
...Icons():void
...oCardValue(int):String
...oCardSuit(int):String
...ng[]):void

<<Java Class>>
CardGameFramework
(default package)

MAX_PLAYERS: int
- numPlayers: int
- numPacks: int
- numJokersPerPack: int
- numUnusedCardsPerPack: int
- numCardsPerHand: int

CardGameFramework(int,int,int,Card[],int,int)
CardGameFramework()
getHand(int):Hand
getCardFromDeck():Card
getNumCardsRemainingInDeck():int
newGame():void
deal():boolean
sortHands():void
playCard(int,int):Card
takeCard(int):boolean

-deck 0..1

<<Java Class>>
...nd
(...ackage)

...DS: int
...nt

...:void
...ard):boolean
...):Card
...Card
...ring
...ds():int
...(int):Card

-hand 0..*

<<Java Class>>
Deck
(default package)

MAX_CARDS: int
isExecuted: boolean
- topCard: int
- numPacks: int

Deck(int)
Deck()
getNumCards():int
init(int):void
shuffle():void
dealCard():Card
getTopCard():int
addCard(Card):boolean
removeCard(Card):boolean
sort():void
inspectCard(int):Card
allocateMasterPack():void

-myCard ...cardsPerPack 0..*

<<Java Class>>
Card
(default package)

cardValue: char[]
valueRanks: char[]
- value: char
- errorFlag: boolean

Card(char,Suit)
Card()
toString():String
set(char,Suit):boolean
getValue():char
getSuit():Suit
getErrorFlag():boolean
equals(Card):boolean
isValid(char,Suit):boolean
arraySort(Card[],int):void

-suit 0..1

<<Java Enumeration>>
Suit
(default package)

clubs: Suit
diamonds: Suit
hearts: Suit
spades: Suit

Suit()