# Card

//get the color ID of a card

**+getColorId(): int**

//get the type ID of a card

**+getTypeId(): int**

// test for match (if same color || type ⇒ returns true)

**+isMatch(card1 : Card, card2 : Card): boolean**

//Translates card color and type to string

**+cardReader(card : Card): String**

//Create a new card

**+Card(color : int, type : int)**

# Deck

//Draw a card from a deck

**+Draw(deck : ArrayList<Card>): Card**

//shuffle a deck

**+Shuffle()**

//get the card array for a deck

**+getDeck(): ArrayList<Card>**

//Create a new deck with the 108 uno cards

**+Deck()**

//Get the card count of a deck

**+getCardCount(): int**

# Hand

//Create a new hand and draw 7 cards from a deck

**+Hand(deck : ArrayList<Card>)**

//get the card array for a hand

**+getHand(): ArrayList<Card>**

//Check if any cards in a hand match (Same color || type) a card

//return each matching card

**+playableCards(hand : ArrayList<Card>, discard : Card): ArrayList<Card>**

# Discard

//Create a new discard via drawing a legal card from a deck

**+Discard(deck : ArrayList<Card>)**

//Shuffle all but the top of the discard into a deck

**+disShuffle(deck : ArrayList<Card>)**

//get the top of the discard pile

**+getDisTop(): Card**

//get card array for a discard pile

**+getDiscard(): ArrayList<Card>**