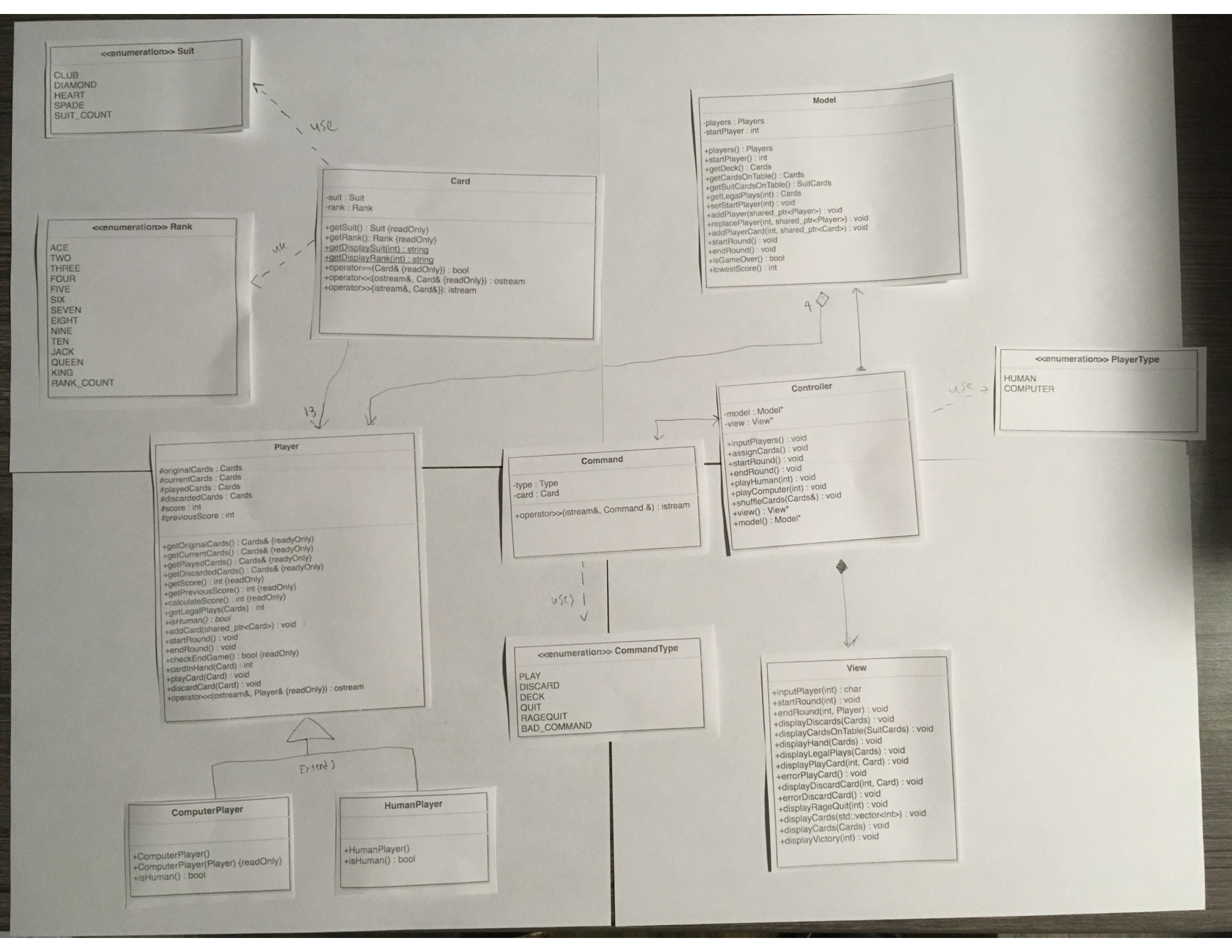
<<enumeration>> Suit
CLUB
DIAMOND
HEART
SPADE
SUIT_COUNT
use
<<enumeration>> Rank
ACE
TWO
THREE
FOUR
FIVE
SIX
SEVEN
EIGHT
NINE
TEN
JACK
QUEEN
KING
RANK_COUNT
use
Card
-suit : Suit
-rank : Rank
+getSuit() : Suit {readOnly}
+getRank(): Rank {readOnly}
+getDisplaySuit(int) : string
+getDisplayRank(int) : string
+operator==(Card& {readOnly}) : bool
+operator<<(ostream&, Card& {readOnly}) : ostream
+operator>>(istream&, Card&): istream
Model
-players : Players
-startPlayer : int
+players() : Players
+startPlayer() : int
+getDeck() : Cards
+getCardsOnTable() : Cards
+getSuitCardsOnTable() : SuitCards
+getLegalPlays(int) : Cards
+setStartPlayer(int) : void
+addPlayer(shared_ptr<Player>) : void
+replacePlayer(int, shared_ptr<Player>) : void
+addPlayerCard(int, shared_ptr<Card>) : void
+startRound() : void
+endRound() : void
+isGameOver() : bool
+lowestScore() : int
4
13
<<enumeration>> PlayerType
HUMAN
COMPUTER
use
Controller
-model : Model*
-view : View*
+inputPlayers() : void
+assignCards() : void
+startRound() : void
+endRound() : void
+playHuman(int) : void
+playComputer(int) : void
+shuffleCards(Cards&) : void
+view() : View*
+model() : Model*
Player
#originalCards : Cards
#currentCards : Cards
#playedCards : Cards
#discardedCards : Cards
#score : int
#previousScore : int
+getOriginalCards() : Cards& {readyOnly}
+getCurrentCards() : Cards& {readyOnly}
+getPlayedCards() : Cards& {readyOnly}
+getDiscardedCards() : Cards& {readyOnly}
+getScore() : int {readOnly}
+getPreviousScore() : int {readOnly}
+calculateScore() : int {readOnly}
+getLegalPlays(Cards) : int
+isHuman() : bool
+addCard(shared_ptr<Card>) : void
+startRound() : void
+endRound() : void
+checkEndGame() : bool {readOnly}
+cardInHand(Card) : int
+playCard(Card) : void
+discardCard(Card) : void
+operator<<(ostream&, Player& {readOnly}) : ostream
Command
-type : Type
-card : Card
+operator>>(istream&, Command &) : istream
uses
<<enumeration>> CommandType
PLAY
DISCARD
DECK
QUIT
RAGEQUIT
BAD_COMMAND
View
+inputPlayer(int) : char
+startRound(int) : void
+endRound(int, Player) : void
+displayDiscards(Cards) : void
+displayCardsOnTable(SuitCards) : void
+displayHand(Cards) : void
+displayLegalPlays(Cards) : void
+displayPlayCard(int, Card) : void
+errorPlayCard() : void
+displayDiscardCard(int, Card) : void
+errorDiscardCard() : void
+displayRageQuit(int) : void
+displayCards(std::vector<int>) : void
+displayCards(Cards) : void
+displayVictory(int) : void
Extends
ComputerPlayer
+ComputerPlayer()
+ComputerPlayer(Player) {readOnly}
+isHuman() : bool
HumanPlayer
+HumanPlayer()
+isHuman() : bool