



**EffectCards** effect: std::string + EffectCards(n: std::string, d: std::string, b64U: std::string, c: unsigned int, eff: std::string, status: booll) + getEffect(): std::string + setEffectBase(newEffect: const std::string&) + serialize(): Json::Value override + operator==(const Card&): bool override + ~EffectCards() TrapCard TerritoryCard - damage: unsigned int type: std::string - duration: unsigned int + territoryCard(n: std::string, d: std::string, b64U: + trapCard(n: std::string, d: std::string, b64U: std::string, c: unsigned int, eff: std::string, dam: unsigned int , du: unsigned int, std::string, c: unsigned int, eff: std::string, ty: std::string, status: bool) status: bool) + getType(): std::string + getDamage(): unsigned int + getDuration(): unsigned int + setType(newType: const std::string&) + operator==(const Card&): bool override + setDamage(newDamage: const unsigned int&) + setDuration(newDuration: const unsigned int&) + serialize(): Json::Value override + setEffect(newEffect: const std::string&) + clone(): territoryCard\* override + accept(Visitor\*): void override + operator==(const Card&): bool override + serialize(): Json::Value override + clone(): trapCard\* override + accept(Visitor\*): void override

SpellCard

element: std::string

+ spellCard(n: std::string, d: std::string, b64U: std::string, c: unsigned int,

eff: std::string, el: std::string, dmg: unsigned int, status: bool)

+ getElement(): std::string

+ getDamage(): int

+ setElement(newElement: const std::string&)

- dmg: int

DALL·E Generator

- apiKey: std::string

+ DALL\_E\_generator()
+ generate(const std::string description)
+ convert(std::string,std::string,std::string)
- static callback(char\* data, size\_t, size\_t, size\_t, std::string\*)