UML Diagram

Project: Go Fish Card Game

Card

-rank : String
-suit : String

+getRank() : String
+getSuit() : String
+toString() : String

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Deck

-cards : List<Card>

+shuffle() : void
+deal() : Card
+isEmpty() : Boolean

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Player

-hand : List<Card>

+draw(deck : Deck) : void
+askForCard(rank : String) : boolean
+giveCard(rank : String) : Card
+hasCard(rank : String) : boolean
+showHand() : void

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Game

-deck : Deck
-players : List<Player>
-currentPlayer : int

+startGame() : void
+playTurn() : void
+checkForWinner() : Player

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