# DD1

RummyGame

* Good! May need to adapt as design gets fixed.
* Any methods that are just for RummyGame should be protected.

RowOfStacks

* Should be a regular constructor, not a copy constructor.
* Need e.g. iterator methods.

# DD2

RummyGame

RowOfStacks

Stack

ICard

Card

# IMPL1

RummyGame

ICard + Card

# IMPL2

RowOfStacks + Stack

# INT2

rummy.lib

rummy.exe