# DD1

RummyGame

* Good! May need to adapt as design gets fixed.
* Don’t combine cpp and .h into one: split into .h dcl and .cpp def.
* Your attrib should be lists of e.g. Hand, Stack, Deck.
* **Any methods that are just for RummyGame should be protected.**

RowOfStacks

* Put full signature of methods in design doc.
* Should be a regular constructor, not a copy constructor.
* Should hold a list of Stack, not IListofLists.
* **Need e.g. iterator methods.**
* Don’t combine cpp and .h into one: split into .h dcl and .cpp def.

Stack

* Use Card, not ICard, because we plan to have ICard be a read-only interface.
* **Make sure CardList provides all the methods you need.**
* Don’t combine cpp and .h into one: split into .h dcl and .cpp def.
* Don’t need attributes to hold the cards, since CardList provides that for you.

ICard

* Ip diagram- put in design doc
* Put params and return types in your list of methods.
* .h belongs in interface folder, not incl folder
* Figure out if mutators are needed here (for now, no)
* Use our include guard, not #pragma once

Card

* You collapsed ICard and Card into one class.
* Impressive code! But this gui code goes in CardImage/CardView

# DD2

RummyGame

RowOfStacks

Stack

ICard

Card

# IMPL1

RummyGame

ICard + Card

# IMPL2

RowOfStacks + Stack

# INT2

rummy.lib

rummy.exe