Card Game : UML Diagram

PlayerBase

Name: String
Cash: double
DepCards : l
AtCards : l

+getName()
+SetName(string name)
+GetCash()
+displayCash()
+DependentCards(int num)
+addDependentCard1()
+sumOfDepCards()
+addingCash(double cash)

PlayerAdult

Int: MAX1;
Name: String
Cash: double
DepCards : l
AtCards : l

+AttackCards(int add_att_card)
+addAttackCard1()
+sumOfACards()
+sumOfAllCards()

PlayerYouth

Int- MAX2
Name: String
Cash: double
DepCards : l
AtCards : l

+AttackCards(int add_att_card)
+addAttackCard1()
+sumOfACards()
+sumOfAllCards()

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l: typename
l:class