Module 3 Activity 3: The Person Class UML (Unified Modeling Language)

```
           Suit
+CLUBS: enum
+DIAMONDS: enum
+HEARTS: enum
+SPADES: enum
```

```
          CardTester
+aCard: enum
+main(args:String[]): enum
```

```
               Card
-face : enum
-suit : enum
+this.face : int
+this.suit : String
+Card(face:enum,suit:enum)
+getFace(): enum
+getSuit(): enum
+setFace(face:enum): this.face : enum
+setSuit(suit:enum): this.suit : enum
+equals(obj:Object): boolean
+toString(): String
+compareTo(o:enum): boolean
```

```
           Face
+ACE: enum
+THREE: enum
+TWO: enum
+THREE: enum
+FOUR: enum
+FIVE: eum
+SIX: enum
+SEVEN: enum
+EIGHT: enum
+NINE: enum
+TEN: enum
+JACK: enum
+QUEEN: enum
+KING: enum
```