JEM : UML
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Jackie Woo, Edward Ro, Maggie Xia

PlacePile
→ ArrayList ((card) pile
→ void displayPile()
→ void addCard((card)
→ int getSize()
→ Card getCard(int)

Player ABSTRACT *
→ ArrayList <Card> hand
→ String name
→ Player _next, _prev
→ ArrayList <Card> getHand()
→ int getHandSize()
→ Player getPrev(), getNext()
→ void setPrev(), setNext()
    ┌── Player ──
→ abstract void endTurn() *
→ abstract void displayHand() *
→ abstract void drawCard() *
→ abstract void play() *

DrawPile
→ ArrayList ((card) pile
→ void displayPile()
→ void populatePile()
→ void shuffle()
→ void display()
    Card
→ void removeCard()
→ boolean isInRange()

used in!

Card
→ int value
→ int C
→ int Action
→ PImage cardImg
→ int CardHeight
→ int cardwidth
→ int cardX, cardY
→ void display(int,int,string)
→ int getValue()
→ int getC()
→ int getAction()
→ boolean isMouseInRange()
→ boolean playable()
→ int compareTo()

used in!

used in!

AIPlayer
→ int index
→ PImage cardImg
→ void displayHand()
→ void drawCard()
→ boolean hasPlayable()
→ int ASKItself()
→ void play, playH(int)
→ void placeCard(int)
→ boolean hasPlayable(int)
→ void endTurn()

contains subclass

contains subclass

Group
→ player currentPlayer
→ boolean isClockwise()
→ void setRoundKolan()
→ void play()

used in!

UserPlayer
→ int space
→ void displayHand()
→ void displayChosenCard()
→ void drawCard
→ void displayEndTurnButton()
→ void hideEndTurnButton()
→ void endTurn()
→ boolean isRangeofEndButton()
→ void sort()
→ void heapify()
→ void play()