Hand

- + myHand[]: Card objects
- + Clubs[]; string
- + Diamonds[]; string
- + Hearts[]; string
- + Spades[]; string
- + clubsCounter; int
- + diamCounter; int
- + heartCounter; int
- + spadeCounter; int
- <<constructor>> Hand(); void
- <<constructor>> Hand(String line); void
- + displayHand(); void
- + scoreHand(); int
- mySort(); void
- setCard(int n, string token); void
- isHandValid(); int
- clearHand(); void
- setToSuitArray(Card temp); void
- assignToClubs(int v); void
- assignToDiamonds(int v); void
- assignToHearts(int v); void
- assignToSpades(int v); void
- mySuitSort(string array[]); void

Main

- +file; ifstream
- +line; string +currentHand; Hand

Card

- value; int
- suit; char
- <<constructor>> Card(); void
- <<constructor>> Card(string token); void
- + getValue(); int
- + getSuit(); char
- + operator==(const Card &t); bool
- setValue(char c); void
- setSuit(char f); void
- isSuitValid(char f); bool
- isValueValid(char f); bool