Program

+ dealer: Dealer

+ deck: Deck

+ Main(string[args]):

Dealer

+ PlayersList: List<Player>

+ field: type

ChooseFirstPlayer(): Player

+ Game(Player firstplayer): type

+ method(type): type

Table

+ TableDict Dict<string, Card>

+ PutTable(string playerName, Card card): type
+ GetWinner(string parameter): string winner
+ GetTable(): Dict<string, Card>

<<Interface>>
IDeck

+ GetNumberOfCards(): int numberOfCards
+ GetTopCard(): Card card
+ ShuffleCards(): void
+ GetParameters(): List<string> paramList

<<Interface>>
IConnect

+ YouWon(List<Card> cards): void
+ ChooseParameter(): string param
+ AddCard(Card card)

Deck

- CardList: List<Card card>

+ Type: string

+ Deck(string Filename)

Player

+ NameOfPlayer: string
+ TypeOfPlayer: string
+ CardList: List<Card>

Card

+ Brand: string

+ Type: string

+ Country: string

Extend

AIPlayer

+
+

+ ParamDict<string , float>
+ ToString(): string

+ ChooseParameter(): string param + GetTopCard(): Card card - MachineLearning() - CalculateChance() - AIChoice(): string param