

Card
Face : String Suit : String
Card() + getFace(): String + setFace(F : String) + getSuit() : + setSuit(S : String)

DeckOfCards
- Deck : ArrayList <Card> - CurrentCard : Int - NUMBER_OF_CARDS : Int
DeckOfCards() + getDeck() + setDeck(D : ArrayList<Card>) + getCurrentCard() + setCurrentCard(C : Int)

DealHand
- Hand : ArrayList<Cards> - CurCard : Int - CARDS_IN_HAND : Int
DealHand() + getHand() + setHand(H: ArrayList<Card> + checkPair() : Bool + checkTwoPair() : Bool + checkThreeKind() : Bool + checkFourKind() : Bool