

Hand
+ hand : String[] - length_of_hand : int
<<constructor>> Hand(hand1 : String[]) + Sort_Hand() + Get_length_of_hand() : int + get_card(position : int) : String + contains_red_skip() : boolean + delete_reds() : String[] + contains_blue_skip() : boolean + delete_blues() : String[] + contains_green_skip() : boolean + delete_greens() : String[] + contains_yellow_skip() : boolean + delete_yellows() : String[] + contains_red_draw2() : int + contains_blue_draw2() : int + contains_green_draw2() : int + contains_yellow_draw2() : int + contains_red_reverse() : boolean + contains_blue_reverse() : boolean + contains_green_reverse() : boolean + contains_yellow_reverse() : boolean + contains_wild() : int + contains_wild4() : int + workout_values() : int[]

Output
+ print_header(l : int) : String + print_card(card : String) : String