GUI "Low Card" Game UML

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CardCame

- numJokersPerPack:int
- numPlayers:int
- numPacks:int

+ getHand():Hand
+ resetHand():Hand
+ newGame():void
+ deal():boolean
+ playCard():Card
+ takeCard():boolean

JFrame

+ setLayout(): viod
+ getDefaultClose():viod
+ setContentPane(): viod

GUICard

- iconsLoaded:boolean
- IconList:Icon
- IconList:Icon

+turnIntIntoCardValue():string
+ turnIntIntoCardSuit():string
+ loadCardIcons():viod
+ getBackCardIcon():Icon
+ suitAsInt():Iint
+ valueAsInt():int

CardTable

- numCardsPerHand:int
- numPlayers:int
- title:string

+getNumCardsPerHand():int
+ getNumPlayers():int

Hand

-numCards: int
-myCards:card[]
-MAX_CARDS:int

+ getNumCards():int
+ resetHand():void
+ takeCard():boolean
+ playCard():Card
+ playCard():Card
+ inspectCard():Card

Card

- errorFlag:boolean
- valueRanks:char
- suit:Suit
- value:char

+ getErrorFlag():boolean
+ getValue():char
+ getSuit():Suit
+ equals():boolean
+ isValid():boolean
+ arraySort():void

Deck

- masterPack:card[]
- card:card[]
- topCard:int

+init():void
+shuffle():void
+dealCard():Card
+getTopCard():int
+inspectCard():Card
+allocateMasterPack():void
+addCard():boolean
+removeCard():boolean
+getNumCards():int

0..*

1..*