-m_cardSi

-m_cardCo

-m_number

-m charsP

Deck

-m_cardSize: int
-m_cardCount: int
-m numberMax: int

-m charsPerCell: int

Use

```
-currentDeck: Deck
-createDeck(): void
-deckMenu(): void
-printCard(): void
-saveDeck(): void
-getStringInput(pringetNumberInput(pringet)
-raid
+run(): void
```

```
-m_options: MenuOption**
-m_optionCount: int
-m_optionAllocation: int
+Menu(header:string,): Constru
+~Menu(): Destructor
+addOption(command:const & str
+getHeader(): string & const
+getOptionCount(): int const
```

+getOption(optionIndex:int): c

-isValidCommand(command:string

-growOptionAllocation(): void

+show(): string const

-m header: string

```
UserInterface
rrentDeck: Deck*
eateDeck(): void
ckMenu(): void
intCard(): void
veDeck(): void
cStringInput(prompt:string): string
tNumberInput(prompt:string,rangeMin:int,
             rangeMax:int): int
n(): void
                Menu
ng
۵Option**
int
tion: int
ring,): Constructor
actor
and:const & string, description:const & string): void
tring & const
(): int const
onIndex:int): const MenuOption* const
const
(command:string): bool const
```

cation(): void

-m cardSi -m cardCo -m number -m charsP -m cards: +Deck(car num +print(ou +print(ou +getCardS +getCardC +getNumbe +getCards +~Deck(): -m cardSize: int -m numberMax: in tring): void -m cells: vector -m possNums: vec

> +~Card(): Destru +getCardSize(): +getNumberMax():

+Card(cardSize:i

```
Deck
     -m cardSize: int
     -m cardCount: int
     -m numberMax: int
     -m charsPerCell: int
     -m cards: vector<Card>
     +Deck(cardSize:int const &, cardCount:int const &,
           numberMax:int const &): Constructor
     +print(out:ostream &): void const
     +print(out:ostream &, cardIndex:int): void const
     +getCardSize(): int const
     +getCardCount(): int const
     +getNumberMax(): int const
     +getCards(): vector<Card> const
     +~Deck(): Destructor
                            Card
m cardSize: int
m numberMax: int
m cells: vector<CardCell>
m possNums: vector<int>
Card(cardSize:int const &,numberMax:int const &): Const
~Card(): Destructor
getCardSize(): int const
getNumberMax() · int const
```