

<div><div>-m_cardSi</div><div>-m_cardCo</div><div>-m_numberl</div><div>-m_charsP</div></div>

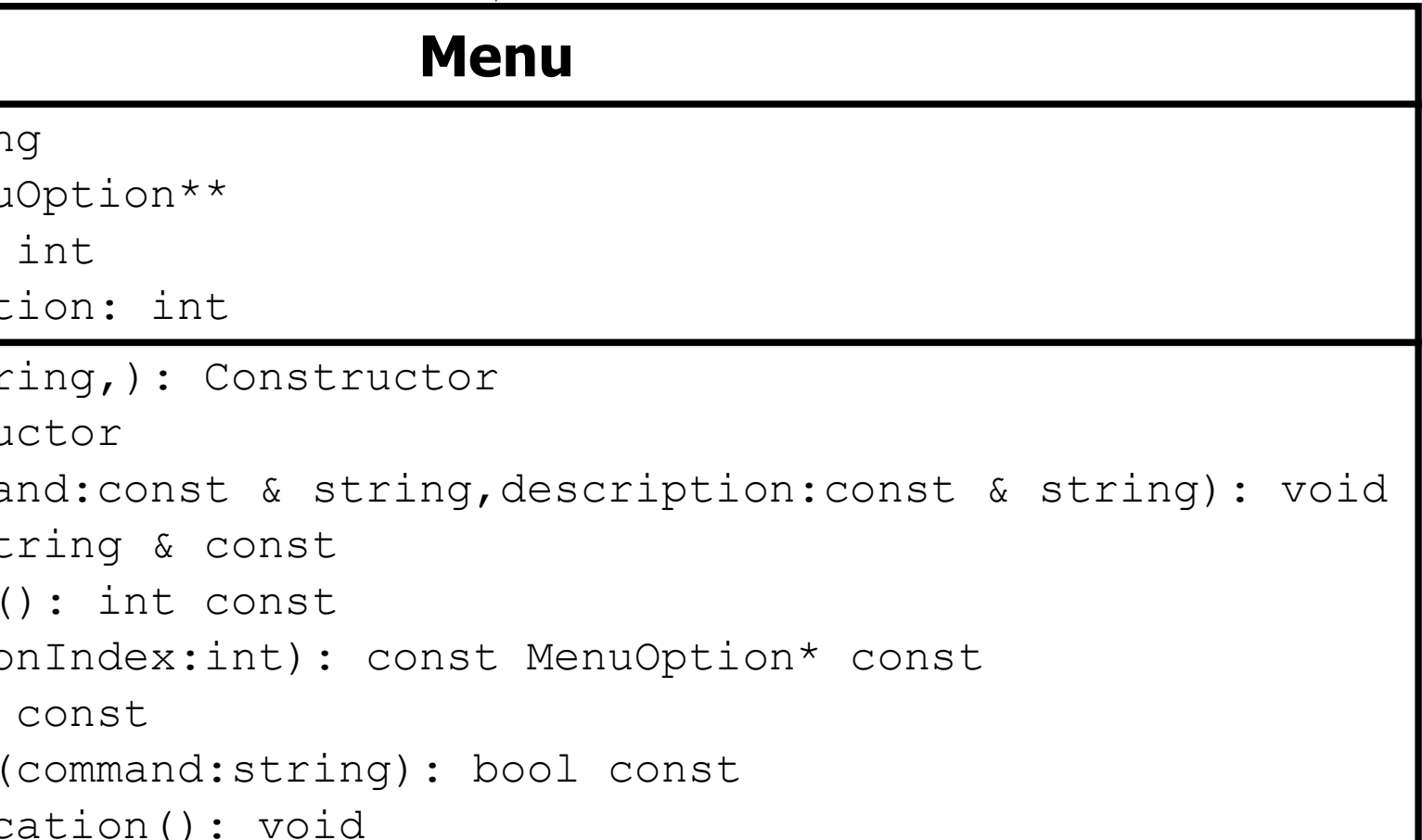
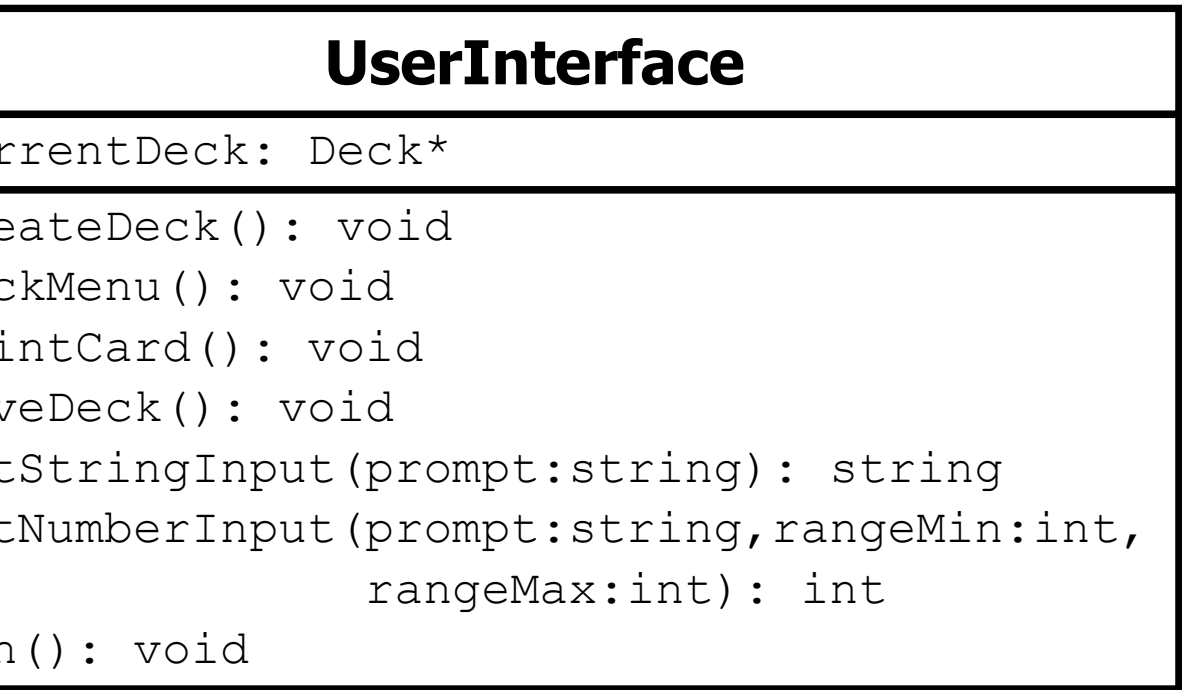
Deck

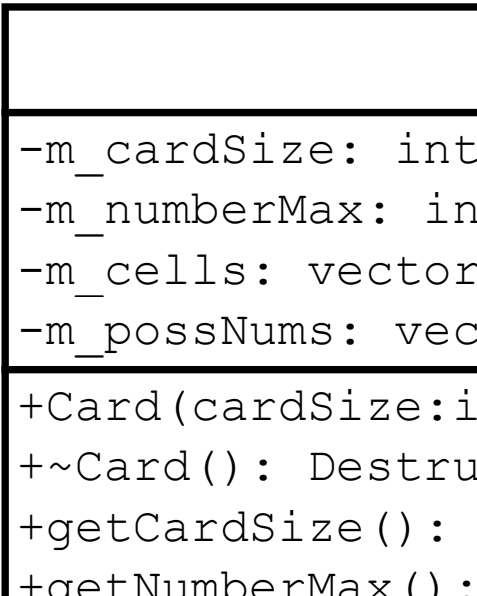
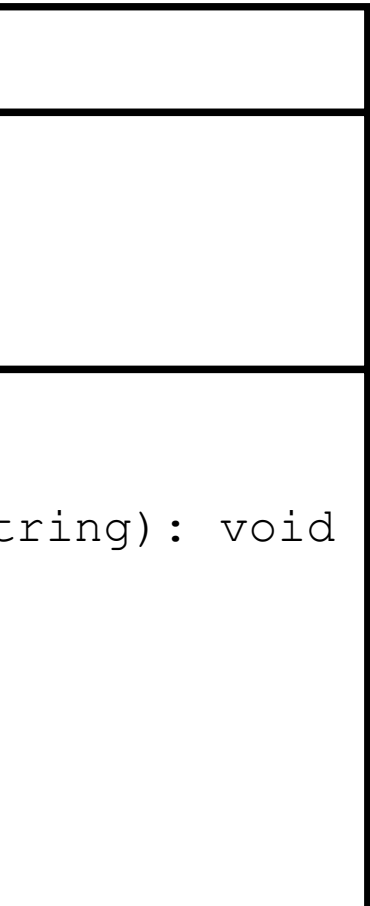
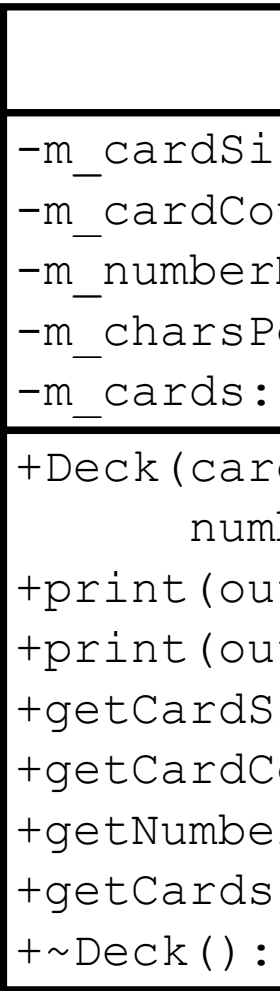
```
-m_cardSize: int  
-m_cardCount: int  
-m_numberMax: int  
-m_charsPerCell: int
```

Use

```
-currentDeck: Deck
-createDeck(): void
-deckMenu(): void
-printCard(): void
-saveDeck(): void
-getStringInput(prompt)
-getNumberInput(prompt)
+run(): void
```

```
-m_header: string
-m_options: MenuOption**
-m_optionCount: int
-m_optionAllocation: int
+Menu(header:string,): Construc
+~Menu(): Destructor
+addOption(command:const & str
+getHeader(): string & const
+getOptionCount(): int const
+getOption(optionIndex:int): c
+show(): string const
-isValidCommand(command:string
-growOptionAllocation(): void
```





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
```