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| Class Name: UNOCard |
| + BLUECARD: int  + YELLOWCARD: int  + REDCARD: int  + GREENCARD: int  + BLACKCARD: int  + SKIP: int  + DRAW2: int  + REVERSE: int  + WILD: int  + WILDDRAW4: int  - color: int  - number: int |
| + UNOCard(int, int)  + UNOCard()  + isNullCard(): boolean  + setCardNull(): boolean  + cardToString(): String  + compareCard(UNOCard): int  + getCardColor(): int  + getCardNumber(): int  + copyCard(UNOCard): void |

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| Class Name: UNODeck |
| - unocarddeck: UNOCard[]  - currenttopcard: int  - currentbottemcard: int  - numbercardsleftindeck: int  - numberofcardsineachdeck: int  - numberofdecks: int |
| + UNODeck(int, boolean)  + UNODeck(int)  + UNODeck(boolean)  + UNODeck()  + isNullDeck(): boolean  + isEmptyDeck(): boolean  + isFullDeck(): boolean  + shuffleDeck(boolean): void  + shuffleDeck(): void  + displayDeck(): void  + dealCard(): UNOCard  + addCardToBottem(UNOCard): void  + numberCardsLeftInDeck(): int |

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| Class Name: UNOHand |
| - unocardhand: UNOCard[] |
| + UNOHand()  + insertCard(int, UNOCard): void  + removeCard(index): UNOCard  + discardHand(): void  + isHandEmpty(): boolean  + isHandFull(): boolean  + sortHand(UNOCard): void  + handToSting(): String  + getCardAtIndex(index): UNOCard |

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| Class Name: Workout |
| - deck: UNODeck  - hand: UNOHand  - count: int[5]  - totalcount: int[5]  - biggestexercise: int[5]  - biggestskipped: int[5]  - skippedcount: int[4]  - totalskipped: int[4]  - breakstate: int |
| + Workout(int, Boolean, Boolean)  + Workout(int)  + Workout()  + drawHand(): void  + handToString(): String  + exerciseToString(): String  + skippedToString(): String  + leftInDeck(): int  + getBreakState(): int  + totalRepsToString(): String  + totalSkippedToString(): String  + BiggestRepsEachExercise(): String  + BiggestSkippedEachExercise(): String |

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| Class Name: Html |
| - output PrintStream |
| + WriteFileOpener(String): void  + printHeader(): void  + addOpeningParagraphTag(): void  + addClosingParagraphTag (): void  + addLine(String): void  + closeFile(): void |
| Class Name: UNOWorkoutMain |
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| + getnumberofdecks(Html): int  + getactioncardschoice(Html): boolean  + getshuffledeckschoice(Html): boolean  + main(String[]): void |

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| Class Name: workoutClassClient |
| - unoCardDebug: boolean  - unoDeckDebug: boolean  - unoHandDebug: boolean |
| + workoutClassClient ()  + setUnoCardDebug (boolean): void  + setUnoDeckDebug (boolean): void  + setUnoHandDebug (boolean): void  + testUnoCardClass (): void  + testUnoDeckClass (): void  + testUnoHandClass (): void  + main(String[]): void |