GitHub Link:
https://github.com/Komal0103/LFX_Solitaire_Task

Card	Index	Card	Index	Card	Index	Card	Index
DA	0	HA	13	CA	26	SA	39
D2	1	H2	14	C2	27	S2	40
D3	2	H3	15	C3	28	S3	41
D4	3	H4	16	C4	29	S4	42
D5	4	H5	17	C5	30	S5	43
D6	5	H6	18	C6	31	S6	44
D7	6	H7	19	C7	32	S7	45
D8	7	H8	20	C8	33	S8	46
D9	8	H9	21	C9	34	S9	47
D10	9	H10	22	C10	35	S10	48
DJ	10	HJ	23	CJ	36	SJ	49
DQ	11	HQ	24	CQ	37	SQ	50
DK	12	HK	25	CK	38	SK	51
JOKER	52						

Indices of cards

GameWindow: public MainWindow

lcdNumber digital_clock_object
Stack stack (QVector<int> cards_for_stack)
Foundation foundation(int view_width, int view_height); (x4)
CardPile pile (QVector<int> cards_for_pile) (x7)

display_timer()
shuffle_deck()
assign_cards()
saveSettings();
restoreSettings();

Class FoundationTest: public Foundation

bool testPassed

construct_foundation_box(): void
declare_game_complete(): bool

Class Foundation: public card

int dropped_cards
int revealed
card* top_card
bool isFull
int card_height
int card_width

is_full(): bool

Class CardPile: public card

int num_cards
int revealed

getNumCards(): int
int getRevealed(): int
void flip_next_card(): int

Class Stack: public card

QVector<int> card_indices
int num_cards
revealed_card
bool isEmpty

flip_stack(): void
switch_to_next_card(): void
get_num_cards(): int

Class card: QGraphicsObject

int z_index
bool isFlipped
int index
QPixmap pixmap

correct_card (int index) : bool
boundingRect() const override: QRectF
paint(params) override: void
flip_card(): void
setPixmapImage(QString path): void
setZvalue(int z): void
setIndex(int ind): void
getPixmapImage(): QString
getIndex(): int

Event Handlers

dragEnterEvent(QGraphicsSceneDragDropEvent* event): void
dropEvent(QGraphicsSceneDragDropEvent* event): void
mousePressEvent(QGraphicsSceneDragDropEvent* event): void
mouseReleaseEvent(QGraphicsSceneDragDropEvent* event): void
mouseMoveEvent(QGraphicsSceneDragDropEvent* event): void

«uses»

Class StackTest: public Stack

bool testPassed

construct_stack(): void
move stack_to_pile(): void
move stack_to_foundation(): void

Class CardTest: public card

CardTest (QString path, int index)
bool testPassed

render_image_on_screen(): void

Class CardPileTest: public CardPile

bool testPassed

construct_pile(): void
move_pile_to_pile(): void
move_stack_to_foundation(): void

Testing Window: public MainWindow

QGraphicsScene *scene
QGraphicsView *view