## Solitaire Game Class Diagram

## SolitaireGame

\_\_init\_\_(self) interface(self) createPiles(self) createStacks(self)

## Card

ranks : tuple suits : tuple image : list image name : list

isInOrder(self, card)
\_\_str\_\_(self)

\_\_init\_\_(self, ranksuit)
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clicked(self, p)
getXY(self)
checkPile(self)
draw\_init\_Card(self, posx, posy, i)
searchCard(self)
drawCard(self)
getRank(self)
getRank(self)
getSuit(self)
shuffle(self)
faceDown(self)
isBelow(self, card)
isNext(self, card)
isOppositeSuit(self, card)
canAttach(self, card)

## Button

\_\_init\_\_(self, win, center, width, height, label)
clicked(self, p)
getLabel(self)
activate(self)
deactivate(self)