Card
-face: String
-suit: String
+Card(String cardFace, String cardSuit): ctor
+toString(): String
+getFace(): String
+getSuit(): String

DeckOfCards
-randomNumbers = new SecureRandom(): SecureRandom
-NUMBER_OF_CARDS = 52: int
-deck = new Card[NUMBER_OF_CARDS]: Card[]
-currentCard = 0: int
+DeckOfCards(): ctor
+shuffle(): void
+dealCard(): Card
+evaluateHand(Card[] hand): String
-fullHouse(int[] f): boolean
-straight(int[] f): boolean
-flush(int[] s): boolean
-fourOfAKind(int[] f): boolean
-threeOfAKind(int[] f): boolean
-pair(int[] f): boolean
-twoPairs(int[] f): boolean