

## Regole

## ~ Regole():

- + useDrawnCard(List<JLabel>, JLabel, Carta, List<Carta>, List<Carta>, JLabel, List<String>, Imagelcon, Imagelcon): void
- + drawCard(ImageIcon, ImageIcon, List<Carta>, JLabel, JLabel, Carta): Carta?
- + checklfGameShouldEnd(List<Giocatore>, JFrame, Giocatore): void
- + npcPlay(List<JLabel>, Carta, List<String>, List<Carta>, JLabel, Imagelcon, List<Carta>, JLabel, Imagelcon, Imagelcon, Carta): boolean
- + useDiscardedCard(List<JLabel>, JLabel, Carta, List<Carta>, List<Carta>, JLabel, JLabel, Imagelcon, Imagelcon, Imagelcon, List<String>): void
- + checkIfRoundShouldEnd(Giocatore, List<JLabel>, ImageIcon): boolean
- + handleCardClick(List<JLabel>, JLabel, Carta, List<Carta>, List<Carta>, JLabel, List<String>, Imagelcon, JLabel, Imagelcon, Imagelcon): void
- tryUsingDiscardedCard(List<JLabel>, Carta, List<Carta>, JLabel, Imagelcon, List<String>, List<Carta>, JLabel, Imagelcon, Imagelcon): boolean
- + canUseDiscardedCard(List<JLabel>, JLabel, List<Carta>, JLabel, ImageIcon, ImageIcon, List<String>): boolean
- + areAllCardsNotCardBacklcon(List<JLabel>, Imagelcon): boolean
- + canUseDrawnCard(List<JLabel>, JLabel, Carta, JLabel, Imagelcon, Imagelcon, List<String>): boolean
- + initDeck(int): List<Carta>
- + discardCard(List<Carta>, Carta, JLabel, JLabel, Imagelcon): Carta

## Giocatore

- + Giocatore(String, ImageIcon):
- handSize: int
- observer: Observer
- exp: int
- nickName: String
- partite: int
- partitePerse: int
- avatar: Imagelcon
- partiteVinte: int
- livello: int
- + resetHand(): int
- + notifyAvatarUpdated(): void
- + notifyExpUp(): void
- + notifyNicknameUpdated(): void
- + notifyLevelUp(): void
- + resetExp(): void

exp: int

avatar: Imagelcon

livello: int

observer: Observer

nickName: String

partite: int partiteVinte: int partitePerse: int

handSize: int

## AudioManager

- AudioManager():
- instance: AudioManager
- + pause(): void
- + restart(): void
- + play(String): void