Card, Card Graphic, Deck, Slot

Card:

An individual card.

Constructors:

-Card(int rank, int suit) : Initializes a card that has a rank (2-10, J,Q,K,A) and suit (Club, Spade, Heart, Diamond)

Properties:

-Rank : Gets or sets the rank of the card

-Suit : Gets or sets the suit of the card

-Methods:

-Equals(Card) : Checks to see if the card equals another card.

-toString() : Prints the rank and the suit name for that card.

Card Graphic:

The graphics for the card.

Constructors:

-CardGraphic(int, int, int)

-CardGraphic(int, int, Card, int)

Properties:

-PosX : Gets the X position.

-PosY : Gets the Y position.

-Slot\_id : Gets the ID of the slot that the card is in.

Methods:

-getCard() : Gets the card that the graphic is associated to.

-contains(int, int) : Checks to see if the location(x,y) is inside of this card graphic.

-setHighLight() : Sets the card to be highlighted.

-isHighLighted() : Boolean for if the card is highlighted or not.

-getSlotId() : Gets the ID of the slot.

-toString() : Returns the location on the board of the card and what slot it is in.

Deck:

A deck of cards.

Constructors:

-Deck() : Creates a new deck of cards that are all between the parameters.

Properties:

-ArrayList<Card> cards : An array of cards that compose the deck.

Methods:

-shuffleDeck() : Shuffles all the cards in the deck.

-toString() : Prints the suits and ranks of each card in the deck.

-drawCard() : Removes the bottom card of the deck.

Slot:

All the slots on the board for the cards to be placed upon.

Constructors:

-Slot(String): Creates a new slot for the cards and adds the cards to the slot.

Properties:

-Type : Gets the type of the card.

-Cards : Creates a new set of cards for the slot.

Methods:

-createSlot(String) : Creates a slot for the table.

-getCards() : Returns cards in the slot.

-lookAtTopCard : Returns the top card of the stack (If empty, return null).

-removeTopCard() : Removes a card from the top of the stack.

-addCard(Card) : Adds a card to the top of the stack.

-size() : Gets the size of the cards in the slot.

-getType() : Gets the type of the slot.

-toString() : Prints the rank and suit names of each card in the slot.