

Project: Uno but worse...

UML Diagram

Card
<ul style="list-style-type: none">- int _color- int _numberOrSpecialty- int _secondary
<ul style="list-style-type: none">+ Card(int color, int numberOrSpecialty)+ boolean isWild()+ String getColor()+ String getNumberOrSpecialty()+ void setSecondary()+ String getSecondary()+ String toString()

Deck
<ul style="list-style-type: none">- ArrayList<Card> collection- Stack<Card> shuffled- Card top
<ul style="list-style-type: none">+ Deck()+ void replenish (Stack<Card> asdf)+ void swap(int card1, int card2)+ void shuffle()+ Card draw()+ void putCardsDown()+ int getSize()+ Card removeFromDeck()+ String toString()

Table
<ul style="list-style-type: none">- Stack<Card> placed- Deck aDeck- int direction- Player current- boolean isStacking- int stack_size

<ul style="list-style-type: none"> - final String RESET - final String RED - final String GREEN - final String YELLOW - final String BLUE - final String PURPLE - final String CYAN
<ul style="list-style-type: none"> + Table(Player, Player, Player, Player) + void go() + void placeCard(int chosen) + void processCard() + void addCard(Card used) + Card placeFirst() + void drawCurrent(int num) + void distribute() + Card getTop() + Stack<Card> getPlaced() + String getWinner()

Player
<ul style="list-style-type: none"> - Player nextPlayer - Player prevPlayer - boolean isOut - String name - ArrayList<Card> hand
<ul style="list-style-type: none"> + Player getNext() + Player getPrev() + void setNext(Player a) + void setPrev(Player a) + Player NextInLine(int direction) + boolean validateChoice() + void placeCard() + void uno() + void unoOut() + void setName() + void drawCard() + void wonOrNot()

Human (extends Player)

<ul style="list-style-type: none">+ Human(String name)+ boolean isHuman()+ void setSecondary(Card wild)+ int go(Card top)+ int respondToAdding(Card top)+ void uno(Deck aDeck)

Bot (extends Player)

<ul style="list-style-type: none">+ Bot(String name)+ boolean isHuman()+ void setSecondary(Card wild)+ int go(Card top)+ int respondToAdding(Card top)+ void uno(Deck aDeck)

<ul style="list-style-type: none">+ void placeCard() (overridden)

Woo

<ul style="list-style-type: none">+ static void startMenu()+ static void play()+ static void bet()
