

Project: Uno but worse...

UML Diagram

| Card |
|---|
| - int _color - int _numberOrSpecialty - int _secondary |
| + Card(int color, int numberOrSpecialty) + boolean isWild() + String getColor() + String getNumberOrSpecialty() + void setSecondary() + String getSecondary() + String toString() |

| Deck |
|---|
| - ArrayList<Card> collection - Stack<Card> shuffled - Card top |
| + 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 |
|---|
| - 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() |

| 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) |
|----------------------|
|----------------------|

| |
|--|
| + Bot(String name) + boolean isHuman() + void setSecondary(Card wild) + int go(Card top) + int respondToAdding(Card top) + void uno(Deck aDeck) |
|--|

| |
|---------------------------------|
| + void placeCard() (overridden) |
|---------------------------------|

| Woo |
|-----|
|-----|

| |
|---|
| + static void startMenu() + static void play() |
|---|