UML Diagram

Card
- int _color - int _numberOrSpecialty
+ Card(int color, int numberOrSpecialty) + String getColor() + String getNumberOrSpecialty() + String toString()

Deck
- ArrayList<Card> collection - Stack<Card> shuffled - Card top
+ Deck() + Deck(ArrayList asdf) + void swap(int card1, int card2) + void shuffle() + Card draw() + int getSize()

Table
- Stack<Card> placed - Deck aDeck - int direction - Player current - Player winner?
+ Table(Player, Player, Player, Player) + void addCard(Card used) + Card placeFirst() + Stack<Card> getPlaced() + Card refill()

Player
- Player nextPlayer - Player prevPlayer - boolean isOut

- String name - ArrayList<Card> hand
+ 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()

Human (extends Player)
+ playTurn()

Bot (extends Player)
+ void placeCard() (overrided)

Woo
+ static void main(String[] args)