ITP277: Milestone 3

The goal of this milestone is to design software that represents the objects needed for the UNO card game and to instantiate and test these objects.

1. Activity Directions: Create a UML diagram and then write the code for the object classes needed for your UNO game. You will need a minimum of 3 classes:
   1. A Card class (models an individual UNO card)
   2. A Hand class (models a player’s hand)
   3. A Deck class (models the entire UNO deck) You may add other classes as you see fit.

Test your program by writing a console application (a driver program) that creates a deck of UNO cards, deals the cards to two or more players, and displays the contents of each player’s hand.

1. Create a video in which you demonstrate your project and explain the interactions among the objects in your driver program.

Submit the following:

1. A zip file of your .java files in Brightspace
2. A link to your video in the comments section of your submission
3. A UML diagram for each of your classes Ask your instructor for specific submissions details.