## Player Deck -NUMBER\_OF\_STACKS: int -canSlapIn: bool -deck : ArrayList<Card> -hand : ArrayList<Card> +shuffle() +addToHand(in card : Card) +deal(in players : ArrayList<Player>) +addToHand(in stack : ArrayList<Card>) +getTopCard() : Card +revealHand() +addAll(in collection : Collection) -slap(in card : Card) : bool -giveUpCard(in card : Card) : ArrayList<Card> -playCard() : Card Slapjack Card -players : ArrayList<Player> -suit : enum Suit -cardStack : ArrayList<Card> -rank : enum Rank -jackPlayed : bool -cardsPlayed : List<Card> +playGame() +isJackPlayed(): bool