Card
- -number
- -type

Game
- -players
- -playerMap
- -deck
- -piles
- -winner
- -stackSize
- -currentPlayer

- startTurn()
- endGame()
- save()
- load()
- display()
- play()

Pile
- -Cards

- getSize()
- add()
- remove()

Deck
- shuffle()

Hand
- order()

Player
- -stack
- -discardPiles
- -name
- -hand

- draw()
- discard()
- play()
- move() = 0

Person
- move()

Computer
- move()

User Interface
- display()
- dispDeck()
- dispHand()
- dispStacks()
- dispDiscardPiles()
- dispPiles()
- dispDiscard()
- dispWin()
- getMove()
- saveGame()
- loadGame()
- mainMenu()
- startGame()