

<<Comparable>> Card

- + Card trumpCard
- String[] suitArray String[] numArray
- int number
- int suit
- + boolean isTrump()
- + int getSuit()
- + int getNumber
- + int compareTo(Object)
- + String toString()

Woo

+ Scanner in

- MainDeck mainDeck
- Hand playerHand
- Hand computerHand Deck field
- boolean playerTurn

+ main(String[])

- + void newGame()
- + void drawCards()
- + boolean hasEnded()
- + void pickUp(Deck) + boolean legalDefense(Card)
- + boolean legalAttack(Card)
- + int getValidInput(int)
- + void start()
- + void playRound()
- + boolean attackAl()
- + boolean defendAl()
- + boolean attack()
- + boolean defend()