PlayerCard

- cardNumber: char
- cardType: char
- isCardFaceUp: bool
+ parent: PlayerCard*
+ child: PlayerCard*

+ PlayerCard()
+ ~PlayerCard()
+ PlayerCard(char, char)
+ getIsCardFaceUp(): bool
+ getCardNumber(): char
+ getCardType(): char
+ getKlondikeValue(): int
+ ostream& operator<< (std::ostream & , PlayerCard&)
+ Flip(): void

TableauPlayerCard

- **actualMaximumAllowedSize: int**
- **actualSize: int**
- playerCards: vector<PlayerCard*>

+ TableauPlayerCard()
+ ~TableauPlayerCard()
+ TableauPlayerCard(int)
+ operator[](int): PlayerCard&
+ topPlayerCard(): PlayerCard&
+ pushCardOnStack(PlayerCard &): bool
+ pushValueOfCopyCard(PlayerCard card): bool
+ emptyTableau(): bool
+ removePlayerCardAtIndex(int index): bool
+ popLastCard(): bool
+ theSize: int
+ **clearTableauOfPlayerCards(): void**
+ **moveBetween(TableauPlayerCard &, TableauPlayerCard &): static void**

StackDeckCard

- someRandomDeck: PlayerCard[]
- currentIndex: int

+ StackDeckCards()
+ ~ StackDeckCards()
+ colonizeStackDeck(): void
+ displayStackDeck(): void
+ colonizeVector(TableauPlayerCard &): void
+ shuffleStackDeck(): void

Klondike

- theGameFullDeck : TableauPlayerCard
- wastedGameCards : TableauPlayerCard
- theTableauPlayerCards : vector<TableauPlayerCard>
- typeOfCard : vector<TableauPlayerCard>

+ Klondike()
+ ~ Klondike ()
+ colonizeMainTableau (): void
+ dealFromStackDeck(): void
+ printTheGame (): void
+ printTheTypeOfCards ():void
+ printTheStackDeck (): void
+ theMoveToFoundation(int): void
+ theMoveBetweenRows(int , int): void
+ theMoveRowToRow(int , int): void
+ theMoveFromStackDeckToRow(int): void
+ validGenericMove(int , int): bool
+ validSpecificRowToRowMove(PlayerCard *, int): bool
+ validSpecificToFoundationMove(int from): bool
+ finishedGame(): bool

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– private   + public   # protected

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IE / YEAR 2 / GROUP 2
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