Andrew Tsai
Calvin Pollard
David Feldman
Richard Chen

```
******TAKE CARDS MENU*******   ******SELL CARDS MENU******
1. Take Several Goods              1. Choose Cards to Sell
2. Take One Good
3. Take Camels
```

3. UML Class Diagram

4. **.h Files**

    List of Classes (see code for each on the last page):

Over Thanksgiving: Everybody work on their individual parts as specified above

12/01: (Monday after Thanksgiving): Have all our classes and source code
      written, begin integration

12/03: Have JapurTest.cpp written

```
#ifndef _Player_H
#define _Player_H

#include "Hand"
#include "Herd"
#include "Token"


class Player
{ 6108.7c q1 0 0 1 72 610.0148cm B36 048cm BT 9 0 0 //data members1 Tc2 70class Playcs
```

```cpp
#ifndef final_Deck_h
#define final_Deck_h

#include "Card.h"
#include <string>
```

```cpp
#ifndef _TOKEN_H
#define _TOKEN_H

class Token {
        //data members
        String type; //could be a goods, camel, or bonus token. A seal of excellence is
treated as a data member in player
        int index; //index of the token that would belong in the bank (i.e., a diamond
token would have type = "Camel", index = 6)
        int rupees;
```