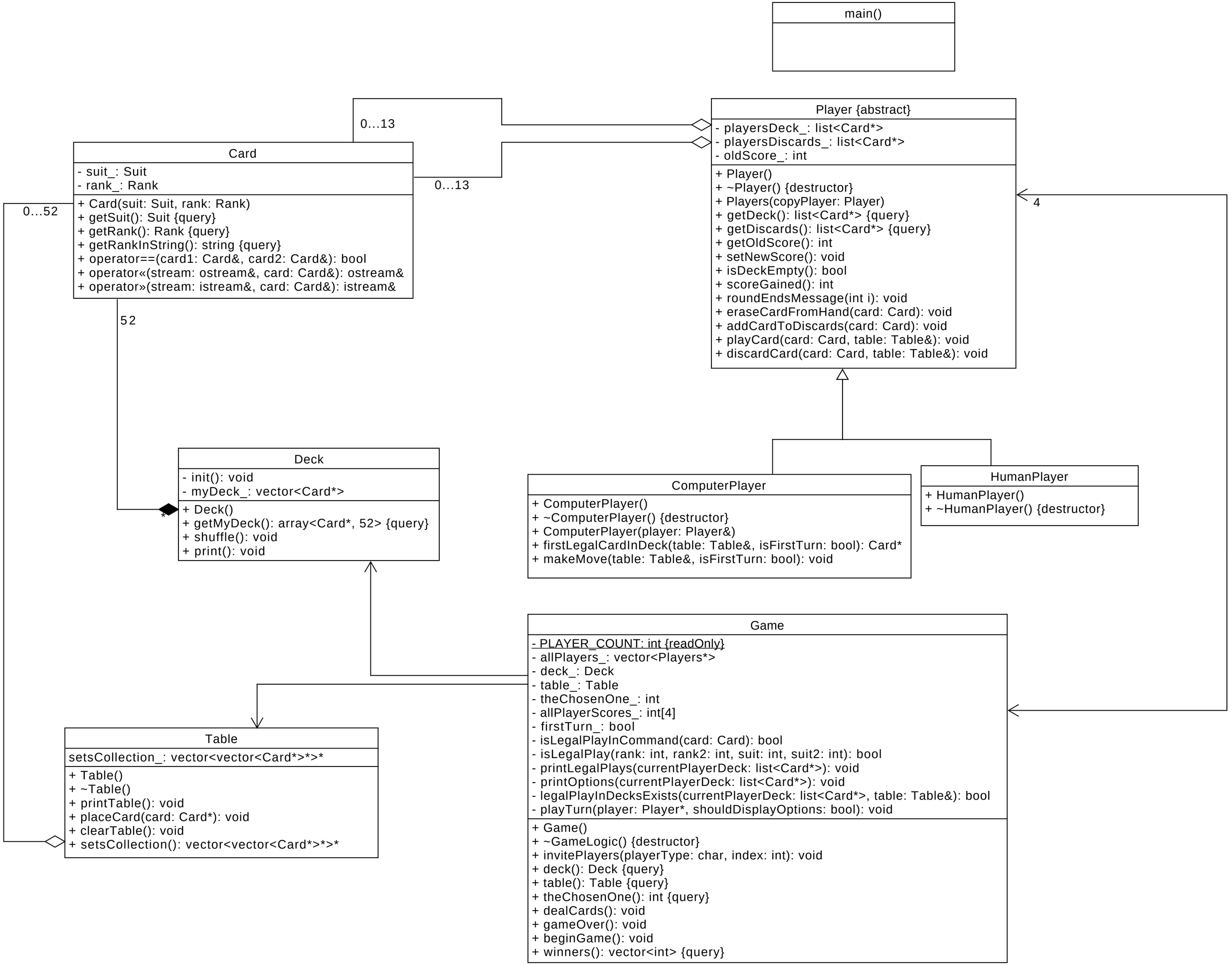
main()
Player {abstract}
- playersDeck_: list<Card*>
- playersDiscards_: list<Card*>
- oldScore_: int
+ Player()
+ ~Player() {destructor}
+ Players(copyPlayer: Player)
+ getDeck(): list<Card*> {query}
+ getDiscards(): list<Card*> {query}
+ getOldScore(): int
+ setNewScore(): void
+ isDeckEmpty(): bool
+ scoreGained(): int
+ roundEndsMessage(int i): void
+ eraseCardFromHand(card: Card): void
+ addCardToDiscards(card: Card): void
+ playCard(card: Card, table: Table&): void
+ discardCard(card: Card, table: Table&): void
0...13
0...13
4
Card
- suit_: Suit
- rank_: Rank
+ Card(suit: Suit, rank: Rank)
+ getSuit(): Suit {query}
+ getRank(): Rank {query}
+ getRankInString(): string {query}
+ operator==(card1: Card&, card2: Card&): bool
+ operator«(stream: ostream&, card: Card&): ostream&
+ operator»(stream: istream&, card: Card&): istream&
0...52
52
Deck
- init(): void
- myDeck_: vector<Card*>
+ Deck()
+ getMyDeck(): array<Card*, 52> {query}
+ shuffle(): void
+ print(): void
*
ComputerPlayer
+ ComputerPlayer()
+ ~ComputerPlayer() {destructor}
+ ComputerPlayer(player: Player&)
+ firstLegalCardInDeck(table: Table&, isFirstTurn: bool): Card*
+ makeMove(table: Table&, isFirstTurn: bool): void
HumanPlayer
+ HumanPlayer()
+ ~HumanPlayer() {destructor}
Game
- PLAYER_COUNT: int {readOnly}
- allPlayers_: vector<Players*>
- deck_: Deck
- table_: Table
- theChosenOne_: int
- allPlayerScores_: int[4]
- firstTurn_: bool
- isLegalPlayInCommand(card: Card): bool
- isLegalPlay(rank: int, rank2: int, suit: int, suit2: int): bool
- printLegalPlays(currentPlayerDeck: list<Card*>): void
- printOptions(currentPlayerDeck: list<Card*>): void
- legalPlayInDecksExists(currentPlayerDeck: list<Card*>, table: Table&): bool
- playTurn(player: Player*, shouldDisplayOptions: bool): void
+ Game()
+ ~GameLogic() {destructor}
+ invitePlayers(playerType: char, index: int): void
+ deck(): Deck {query}
+ table(): Table {query}
+ theChosenOne(): int {query}
+ dealCards(): void
+ gameOver(): void
+ beginGame(): void
+ winners(): vector<int> {query}
Table
setsCollection_: vector<vector<Card*>*>*
+ Table()
+ ~Table()
+ printTable(): void
+ placeCard(card: Card*): void
+ clearTable(): void
+ setsCollection(): vector<vector<Card*>*>*