Model

TImedHighCardGame

+ player: static enum
+ NUM_CARDS_PER_HAND: static int
+ NUM_PLAYERS: static int
+ computerLabels: static JLabel[]
+ computerFaces: static JLabel[]
+ humanLabels: static JLabel[]
+ humanButtons: static JButton[]
+ humanListner: static HightListener[]
+ playedCardLabels: static JLabel[]
+ playLabelText: static JLabel[]
+ cardsInPlay: static Card[]

+ main: static void

View

HightView

+ player: static enum
+ NUM_CARDS_PER_HAND: static int
+ NUM_PLAYERS: static int
+ computerLabels: static JLabel[]
+ computerFaces: static JLabel[]
+ humanLabels: static JLabel[]
+ humanButtons: static JButton[]
+ playedCardLabels: static JLabel[]
+ playLabelText: static JLabel[]
+ myCardTable: static CardTable
+ highCardGame: static CardGameFramework

+ main: static void
+ init(CardGameFramework highCG, CardTable myCT, int nUM_PLAYERS2, int nUM_CARDS_PER_HAND2): static void
+ drawCPUHand(): static void
+ drawPlayerHand(): static void
+ updateScore(Int scorePC, int scoreHum): static void
+ drawPlayAria(): static void
+ drawPlayAria(Card[] cards): static void
+ drawTimer(TimeClock myhyTimeClock): static void
+ drawEndGame(String messageText): static void
+ refresh(): static void

Controller

HightController

+ turn: static enum
+ player: static enum
+ NUM_CARDS_PER_HAND: static int
+ NUM_PLAYERS: static int
+ highCardGame: static CardGameFramework
+ cardsInPlay: static Card[]
+ computerFaces: static JLabel[]
- scorePC: static int
- scoreHum: static int

+ getScorePC(); static int
+ setScorePC(int num): static void
+ getScoreHum(): static int
+ setScoreHum(int num): static void
+ getNumCardsInDeck(): static int
+ setCardsInPlay(Card[] cards): static void
+ intit(CardFramework game, int nP, int nCPH): static void
+ EndGame(): static void
+ pcTurn(int cardIndex): static void
+ playerTurn(int cardIndex): static void
+ updateScore(): static void

Model

BUILD

+ piles: static enum
+ players: static enum
+ NUM_CARDS_PER_HAND: static int
+ NUM_PLAYERS: static int
+ humanListner: static EndingListener

+ main: static void

View

GameView

+ player: static enum
+ NUM_CARDS_PER_HAND: static int
+ NUM_PLAYERS: static int
+ computerLabels: static JLabel[]
+ computerFaces: static JLabel[]
+ humanLabels: static JLabel[]
+ humanButtons: static JButton[]
+ playedCardLabels: static JLabel[]
+ playLabelText: static JLabel[]
+ myCardTable: static CardTable
+ highCardGame: static CardGameFramework

+ init(CardGameFramework highCG, CardTable myCT, int nUM_PLAYERS2, int nUM_CARDS_PER_HAND2): static void
+ drawCPUHand(): static void
+ drawPlayerHand(): static void
+ updateScore(int scorePC, int scoreHum): static void
+ drawPlayAria(Card[] cards): static void
+ drawTimer(TimeClock mhyTimeClock): static void
+ drawEndGame(String messageText): static void
- refresh(): static void

Controller

GameController

+ turn: static enum
+ player: static enum
+ NUM_CARDS_PER_HAND: static int
+ NUM_PLAYERS: static int
+ highCardGame: static CardGameFramework
+ cardsInPlay: static Card[]
+ computerFaces: static JLabel[]
- playNum: static int
- scorePC: static int
- scoreHum: static int
- cannotPlay: static boolean[]

+ getPlayNum(): int
+ setPlayNum(int num): void
+ getScorePC(): int
+ setScorePC(int num): void
+ getScoreHum(): int
+ setScoreHum(int num): void
+ getNumCardsInDeck(): static int
+ setCardsInPlay(Card[] cards): static void
+ intit(CardGameFramework game): static void
+ cardPlay(int cardIndex, player playerIndex): static boolean
+ humenPlay(int cardIndex): static void
+ computerPlay(): static void
+ validPlay(Card card): static player
+ EndGame(): static void
+ cannotPlay(player p): static void
+ getCannotPlay(player index): static boolean
+ setCannotPlay(boolean canPlay, player index): static void
+ dealCards2table(): static void