## <enumeration>> CardColour Unkown: 0 Spades: 1 Clubs Diamonds Hearts

< <enumeration>&gt; CardPosition</enumeration>
NotSpecified : -1 Bottom Left Top Right

## <<enumeration>> CardValue Unkown: 0 Ace:1 Two Three Four Five Six Seven Eight Nine Ten Jack Queen King

```
Card

+ colour : CardColour
+ value : CardValue
+ position CardPosition
+ StringColour : string
+ StringValue : string
```

## Pile + cards : Deck + owners : List<int> + Pile()

```
Deck
+ cardValue : int[]
+ cardPoint : int∏
+ trumpValue : int∏
+ trumpPoint : int[]
+ cards : List<Card>
+ Count : int
+ Deck()
+ AddCard()
+ AddCard()
+ RemoveCard()
+ RemoveCard()
+ Find()
+ ExistColour()
+ GetRandomCard()
+ Clear()
+ Dump()
+ ExistHigher()
+ GetHigher()
+ CalculPoints()
```

## + score : int + type : CONTRACT\_TYPE + id : int + StringType : int + Contract()

	Loop
+ It : int	
it : int	
+ Loop() + Next() + Post()	

Serializer
+ ObjectToString() + StringToObject()