```
JOIN ROOM
Object<Player> P1
                                          Object<Player> P2
                                                                                     Object<Player> P3
string userName = name
                                          string userName = name
                                                                                     string userName = name
boolean isCardCzar = 0
                                          boolean isCardCzar = 0
                                                                                     boolean isCardCzar = 0
BlackCard currentBlackCard = null
                                          BlackCard currentBlackCard = null
                                                                                     BlackCard currentBlackCard = null
                                                                                     Set<WhiteCard> czarHand = {}
Set<WhiteCard> czarHand = {}
                                          Set<WhiteCard> czarHand = {}
Set<WhiteCard> whiteCards = {}
                                          Set<WhiteCard> whiteCards = {}
                                                                                     Set<WhiteCard> whiteCards = {}
                                                                                     int points = 0
int points = 0
                                          int points = 0
DRAW WHITE CARDS
                                          DRAW WHITE CARDS
                                                                                     DRAW WHITE CARDS
Object<Player> P1
                                          Object<Player> P2
                                                                                     Object<Player> P3
string userName = name
                                          string userName = name
                                                                                     string userName = name
boolean isCardCzar = 0
                                          boolean isCardCzar = 0
                                                                                     boolean isCardCzar = 0
BlackCard currentBlackCard = null
                                          BlackCard currentBlackCard = null
                                                                                     BlackCard currentBlackCard = null
Set<WhiteCard> czarHand = {}
                                          Set<WhiteCard> czarHand = {}
                                                                                     Set<WhiteCard> czarHand = {}
Set<WhiteCard> whiteCards =
                                          Set<WhiteCard> whiteCards =
                                                                                     Set<WhiteCard> whiteCards =
{w1, w2, w3, ..., w10}
int points = 0
                                          {w1, w2, w3, ..., w10}
int points = 0
                                                                                     {w1,w2,w3,...,w10}
                                                                                     int points = 0
IDENTIFY CARD CZAR
                                          IDENTIFY CARD CZAR
                                                                                     IDENTIFY CARD CZAR
Object<Player> P1
                                          Object<Player> P2
                                                                                     Object<Player> P3
string userName = name
                                          string userName = name
                                                                                     string userName = name
boolean isCardCzar = 1
                                          boolean isCardCzar = 0
                                                                                     boolean isCardCzar = 0
BlackCard currentBlackCard = null
                                          BlackCard currentBlackCard = null
                                                                                     BlackCard currentBlackCard = null
Set<WhiteCard> czarHand = {}
                                          Set<WhiteCard> czarHand = {}
                                                                                     Set<WhiteCard> czarHand = {}
Set<WhiteCard> whiteCards =
                                          Set<WhiteCard> whiteCards =
                                                                                     Set<WhiteCard> whiteCards =
\{w1, w2, w3, \ldots, w10\}
                                          \{w1, w2, w3, \ldots, w10\}
                                                                                     \{w1, w2, w3, \ldots, w10\}
int points = 0
                                          int points = 0
                                                                                     int points = 0
DRAW BLACK CARD
                                          DRAW BLACK CARD
                                                                                     DRAW BLACK CARD
Object<Player> P1
                                          Object<Player> P2
                                                                                     Object<Player> P3
string userName = name
                                          string userName = name
                                                                                     string userName = name
boolean isCardCzar = 1
                                          boolean isCardCzar = 0
                                                                                     boolean isCardCzar = 0
BlackCard currentBlackCard = b1
                                          BlackCard currentBlackCard = null
                                                                                     BlackCard currentBlackCard = null
Set<WhiteCard> czarHand = {}
                                          Set<WhiteCard> czarHand = {}
                                                                                     Set<WhiteCard> czarHand = {}
Set<WhiteCard> whiteCards =
                                          Set<WhiteCard> whiteCards =
                                                                                     Set<WhiteCard> whiteCards =
\{w1, w2, w3, ..., w10\}
int points = 0
                                          {w1,w2,w3,...,w10}
                                                                                     \{w1, w2, w3, \ldots, w10\}
                                          int points = 0
                                                                                     int points = 0
BROADCAST BLACK CARD
                                          BROADCAST BLACK CARD
                                                                                     BROADCAST BLACK CARD
Object<Player> P1
                                          Object<Player> P2
                                                                                     Object<Player> P3
string userName = name
                                          string userName = name
                                                                                     string userName = name
boolean isCardCzar = 1
                                          boolean isCardCzar = 0
                                                                                     boolean isCardCzar = 0
BlackCard currentBlackCard = b1
                                          BlackCard currentBlackCard = b1
                                                                                     BlackCard currentBlackCard = b1
Set<WhiteCard> czarHand = {}
                                          Set<WhiteCard> czarHand = {}
                                                                                     Set<WhiteCard> czarHand = {}
Set<WhiteCard> whiteCards =
                                          Set<WhiteCard> whiteCards =
                                                                                     Set<WhiteCard> whiteCards =
\{w1, w2, w3, \ldots, w10\}
                                          {w1,w2,w3,...,w10}
                                                                                     \{w1, w2, w3, \ldots, w10\}
int points = 0
                                          int points = 0
                                                                                     int points = 0
SEND WHITE CARD TO CZAR
                                          SEND WHITE CARD TO CZAR
                                                                                     SEND WHITE CARD TO CZAR
Object<Player> P1
                                          Object<Player> P2
                                                                                     Object<Player> P3
string userName = name
                                          string userName = name
                                                                                     string userName = name
boolean isCardCzar = 1
                                          boolean isCardCzar = 0
                                                                                     boolean isCardCzar = 0
BlackCard currentBlackCard = b1
                                          BlackCard currentBlackCard = b1
                                                                                     BlackCard currentBlackCard = b1
Set<WhiteCard> czarHand =
                                          Set<WhiteCard> czarHand = {}
                                                                                     Set<WhiteCard> czarHand = {}
{w1(p2),w1(p3)}
                                          Set<WhiteCard> whiteCards =
                                                                                     Set<WhiteCard> whiteCards =
                                          {w2,w3,...,w10} int points = 0
Set<WhiteCard> whiteCards =
                                                                                     {w2,w3,...,w10}
\{w1, w2, w3, \ldots, w10\}
                                                                                     int points = 0
int points = 0
BROADCAST EACH WHITE CARD
                                          BROADCAST EACH WHITE CARD
                                                                                     BROADCAST EACH WHITE CARD
Object<Player> P1
                                          Object<Player> P2
                                                                                     Object<Player> P3
string userName = name
                                          string userName = name
                                                                                     string userName = name
boolean isCardCzar = 1
                                          boolean isCardCzar = 0
                                                                                     boolean isCardCzar = 0
                                          BlackCard currentBlackCard = b1
BlackCard currentBlackCard = b1
                                                                                     BlackCard currentBlackCard = b1
Set<WhiteCard> czarHand =
                                          Set<WhiteCard> czarHand =
                                                                                     Set<WhiteCard> czarHand =
                                          {w1(p2),w1(p3)}
\{w1(p2), w1(p3)\}
                                                                                     {w1(p2),w1(p3)}
Set<WhiteCard> whiteCards =
                                          Set<WhiteCard> whiteCards =
                                                                                     Set<WhiteCard> whiteCards =
{w1,w2,w3,...,w10}
                                          {w2,w3,...,w10}
                                                                                     \{w2, w3, \ldots, w10\}
                                                                                     int points = 0
int points = 0
                                          int points = 0
                                          PICK WINNER
PICK WINNER
                                                                                     PICK WINNER
Object<Player> P1
                                          Object<Player> P2
                                                                                     Object<Player> P3
string userName = name
                                          string userName = name
                                                                                     string userName = name
boolean isCardCzar = 1
                                          boolean isCardCzar = 0
                                                                                     boolean isCardCzar = 0
BlackCard currentBlackCard = b1
                                          BlackCard currentBlackCard = b1
                                                                                     BlackCard currentBlackCard = b1
Set<WhiteCard> czarHand =
                                          Set<WhiteCard> czarHand =
                                                                                     Set<WhiteCard> czarHand =
{w1(p2),w1(p3)}
                                          {w1(p2),w1(p3)}
                                                                                     {w1(p2),w1(p3)}
Set<WhiteCard> whiteCards =
                                          Set<WhiteCard> whiteCards =
                                                                                     Set<WhiteCard> whiteCards =
{w1,w2,w3,...,w10}
                                          {w2,w3,...,w10}
                                                                                     {w2,w3,...,w10}
int points = 0
                                          int points = 1
                                                                                     int points = 0
```