





•	cardPlaye: rextvi
~	playerDataBa : PlayerDataBa
	numOfPlay:int
	start: lo
	replayCardsPlay:List <strin< th=""></strin<>
	replayCardsRemain :List <integ< th=""></integ<>
-	constructors —
Ε	methods
#	onCreate (savedInstanceSta Bun):void
	setUpWarGameScre ():void
+	openScoreScr (view:View):void
+	playRou (view:View):void
	updateT ():void
_	



~	Deck
Ξ	fields ————
-	deck:List <card></card>
±	constructors —
Ξ	methods
-	createCards():List <card></card>
-	shuffle():void
-	abbreviationNa (denominati int):String
~	numOfCards () : int
~	getNextCard():Card
Ξ	
rd	fo Cuit

+ Card	~ fin Suit
⊕fields ————	⊕fields ———
- denominat : int	+ fin Clubs : Suit
- suit:Suit	+ fin Diamonds : Suit
- cardT :String	+ fin Spades : Suit
⊕ constructors ———	+ fin Hearts : Suit
⊞ methods	— constructors ———
~ getDenominat ():int	···· methods ·····
+ getS ():Suit	
+ toStri ():String	