Below mentioned parts of the system were suggested by an initial reading of the Activity and Use Case diagrams.

* A controller object will represent the card game software.
* The individual component parts of the Card Game Software will be represented by Boundary objects.
* Rummy GUI
* Switch GUI
* Message
* Connection to Client
* Controller objects corresponding to use cases.
* Switch Game
* Rummy Game
* Authentication
* The information of players inserted by player will be represented by an entity object.
* The log of game history which is represented by an entity object will be maintained by the system.