PlayingCard

- cardValue : int
- cardSuit : string
- cardColor : string
+ CardValue : int
+ CardSuit : string
+ CardColor : string

+ PlayingCard(int value, string suit, string color)
+ PlayingCard(PlayingCard sourceCard)
+ Equals(Object obj) : boolean
+ ToString() : string
+ GetHashCode() : int

AmericanPlayingCard

- DEFAULTCARDVALUE : int=0
- DEFAULTCOLOR : string="BLACK"
- DEFAULTSUIT : string="Joker"
- MAXVALUE int=13
- MINVALUE : int=0
- suitColors : Dictionary<String, String>

+ AmericanPlayingCard()
+ AmericanPlayingCard(int value, string suit)
+ ToString() : string
+ ShowCard()
- InitializeSuitsColors() : void
- ValidateValue()
- ValidateSuit

ItalianPlayingCard

- DEFAULTCARDVALUE : int=0
- DEFAULTCOLOR : string="BLACK"
- DEFAULTSUIT : string="Joker"
- MAXVALUE int=13
- MINVALUE : int=0
- suitColors : Dictionary<String, String>

+ ItallanPlayingCard()
+ ItalianPlayingCard(int value, string suit)
+ ToString() : string
+ ShowCard()
- InitializeSuitsColors() : void
- ValidateValue()
- ValidateSuit

SwissPlayingCard

- DEFAULTCARDVALUE : int=0
- DEFAULTCOLOR : string="BLACK"
- DEFAULTSUIT : string="Joker"
- MAXVALUE int=13
- MINVALUE : int=6
- suitColors : Dictionary<String, String>

+ SwissPlayingCard()
+ SwissPlayingCard(int value, string suit)
+ ToString() : string
+ ShowCard()
- InitializeSuitsColors() : void
- ValidateValue()
- ValidateSuit