Documentazione diagramma delle classi

**Classi di GUI**

**TotalFrame: classe, estende JFrame**

**Attributi**

-playerPanel: PlayerPanel (osserva Player)

-tablePanel: TablePanel (osserva Table)

-teamPanel: TeamPanel (osserva Team)

**Metodi**

+getters

**PlayerPanel: classe, estende JPanel**

**Attributi**

-handCards: ArrayList<CardLabel>

(mouseListener)

**Metodi**

+update(): void

+getters

**TeamPanel: classe, estende JPanel**

**Attributi**

-teamCards: ArrayList<CardLabel>

-lastScopa: CardLabel

**Metodi**

+update(): void

**TablePanel: classe, estende JPanel**

**Attributi**

-cardsOnTable: ArrayList<CardLabel>

**Metodi**

+update(): void

**CardLabel: classe, estende JLabel**

**Attributi**

-seed: SeedType (enumeration)

-value: int

-imageCard: Icon

-imagesPath: String[2]

(imagesPath[0]=percorso faccia; imagesPath[1]=percorso retro)

**Metodi**

+getters

(+setters)

**CardListener: classe, estende MouseListener**

**Metodi**

@Override

mouseClicked(): void 🡪 carta selezionata

mouseEntered(): void 🡪 contorno blu attivo

mouseExited(): void 🡪 contorno blu disattivo