BattleDemoBadia

+deal(stack1 StackBadia, stack2 StackBadia) : int

+play (stack1 StackBadia, stack2, StackBadia, discardStack1 StackBadia, discardStack2) : boolean

+compare(card1 CardBadia, card2 CardBadia2) : int

+winPlay(discard StackBadia, cardHigh CardBadia, cardLow CardBadia) : void

+winPlay(discard StackBadia, card CardBadia) : void

+copy(discardStack : StackBadia, playerStack : StackBadia) : void

+countCards(stack : StackBadia) : int

+printResult(cardCount : int, numPlays : int, aWinner : boolean, player1Cards : int, player2Cards : int, finalResult String) : void

Read the cards from the input file and deal the cards to the players "Play" stacks

Get a card from each player

Compare the two cards and determine the winner

Give the cards to the winner

Give the cards to the winner during tie

Copy a player's discard stack into her play stack

Count the number of cards in a single stack

Prints the battle summary

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1..*

Stack

-myList : CardBadia

-mySize : int

-MAX_SIZE : int = 52

+Stack()

+push(card : CardBadia) : boolean

+pop() : CardBadia

+isFull() : boolean

+isEmpty() : boolean

The list of the stack (defaulted: null)

The current size of the stack (default: 0)

The maximum size of the stack (default: 52)

Constructs a default Stack object

Pushes a card onto the stack

Pops a card from the stack

Returns boolean value to indicate if the stack is full or not full

Returns boolen value to indicate if the stack is empty or not empty

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CardBadia

-myValue : int

-mySuit : char

+getValue() : int

+getSuit () : char

+setValue(newValue) : void

+setSuit(newSuit) : void

The value of the card (Default: 0)

The suit of the card (Default: ?)

The getter for the value of the card

The getter for the suit of the card

The setter for the value of the card

The setter for the value of the card

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