**Card** :

symbol- numbers, change color etc.

color- taki traditional colors

img- path of the img of card

usable- can you use the card this turn

elemnt- the card's html element

**Date: Static Functions:**

subtractMinutes(start) – get date of start time and return the minutes passed from start till now.

subtractSeconds(start)- same as subtractMinutes, except minutes youll get seconds

**Deck(EventListener):**

cards- array of cards;

onEmptyDec – event listener. When deck is empty, invokes the listeners.

createDec(): return cards array initialized with all the Taki cards.

getHand(): return a shuffled hand

getCard(): return random card. If cards.length == 0, notifies all the listenrs of onEmptyDec

reshuffle(cards): return an array with cards. Used when the deck is empty

**EventDispatcher(sender):**

sender- who created me.\_

\_listeners – who listens to me. Array,

attach(listener): adds listener to the array

notify: same as invoke all the lsteners

disattach(listener) – remove the listener

**Game(ui):**

ui-sets the ui from the c'tor

startTime- the start of the game save here when created

endTurnCounter- sums the seconds overall player has played

startTurnTime – time when turn started

start()- starts the game and inits the ui and the data

init()- init the ligc, deck , players, roundNum

reshuffleDeck()- moves the cards from used array to the deck except the top card

playerTurn()- starts the timer of the turn, checks if hand empty if so then taki, else checks which card is avlbl and if there is a card avlbl make the ui to draw it, else make the deck avlbl

clickOnCard(elem) – listener to click on selected card, moves it to used

clickOnDeck(elem) – listenr to deck click, moves a card from deck to player's hand

playOpp() – checks if his hand empty, if so taki, else checks which card is avlbl for playing and plays the last card he found. If no avlbl card, take from deck

opemCardFromDec() – opens the first card of the game to the used place

taki(player)- ends the game, calculates the statistic and calls the ui with these stats.player is the player who won. If pc won the the name would be it's but the stats of the player

quit()- calls taki with pc to end the game. Listens to button quit.

Logic():

Check(a,b): return if card a matches card b

**Player(name, hand):**

hand-arry of cards

name-name of the player to present

avlbl- indicates if any card is avlbl

turnCount- counter of the turns played

checkCard(topCard, callback)- checks all the cards from hand with callback function. If there is at least one card avlbl, changes the avlbl to true

isAvlbl()-return avlbl

disableHand()- makes all cards

addCard(card)-adds card to hand

toseCard(card)- throws the card from the hand

findByElem(elem)- gets Html element and return the card with the element

**UI:**

this.ending = ".png";

this.cardBack = "card\_back.png";

this.dir = "Cards/";

this.clickDeck = event for click on deck

this.clickCard = click on card event;

this.clickQuit = click in quit event;

init(): removes start btn, init score box and quit btn

addQuitBtn(): adds quit btn

addScoreBox: adds score box

removeStartBtn(), removes the startbtn

updateTurn(num): updates the turn box with num

shuffleCards(player, opp): animates the cards of the player and pc, gets arra of cards from both pc and player

initDeck(); gets a deck on the board

initPlayer(player):gets an hand of cards and inits the element of each card

addCardPlayer(card): adds the card to the hand of the player

initOpp1(pc) – gets array of pc's cards and inits them on board

addCardOpp1(card)- add card to the hand of pc

renderHand(hand) – gets hand of cards and if card usable it animates it usable

enableDeck(func) – makes the deck avlbl and makes func a listenr to click on deck

disableDeck(fun) – opposite of enableDeck(func)

onClickDeck(elem) – invoke all listenrs of clickDeck Event

onClickCard(elem) - invoke all listenrs of clickCard event

move(element) – moves the elemnt to used cards

tosePcCard(card) – moves the pc's tossed card to the used place

endGame(name,score,minute,avg,oneCardCounter) – shows stats and delete's the current board elements

restart()- remve the stats elements, and restores btn start

clearGame() – used by end game to clean the board.