**UML Class Diagram: Solitaire Game**

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| **Solitaire Game** |
| **-drawPile : CardPile**  **-discardPile : CardPile**  **-tableauPiles : array of Hand**  **-suitPiles : array of CardPile** |
| **+SetUpGame()**  **+ get\_drawPile(): CardPile**  **+get\_discardPile(): CardPile**  **+get\_tableaiPiles(): array of Hands**  **+get\_suitPiles(): array of CardPiles**  **+Draw\_Card(): bool**  **+Check\_Position(Card card1, Card card2): bool**  **+DistoSuit(int num): bool**  **+Move\_Card(int num): bool**  **+PanelToSuit(int num1, int num2): bool**  **+ PanelToPanel(int num1, int num2): bool**  **+checkvalue(Card a): int** |