Card Pile Board Class Card Object cardList : ArrayList<card> getCardList() : ArrayList<card> deck : DeckPile getNumber(): int tablePiles : TablePile[] empty : Boolean getFaceUp(): Boolean foundationPiles : FoundationPile[] top : card getSuit (): int discard : DiscardPile pop : card getColour(): int move(): void select() : ArrayList < card > addCard : void flipThroughDiscard() : void gameOver(): Boolean getNoCards: int display(): void canAccept(): Boolean getNoCards(): int Deck pile Table pile Contains all 52 cards Foundation pile Discard pile startPile : CardPile shuffledPile : CardPile Shuffle/deal -getCardList() -canAccept(): Boolean -top() -canAccept(): Boolean flipThrough: void -select() -pop() -select() -getNoCards()