Blue - Pizza - Bagels

Andrew P

Ben B

Classes: Woo > Macau > Deax > Hand > Card

Kosta D

Attributes

- String _number

- String _swit

- String _function

- int _belongs To

Methods

+ (and (String suit, int number)

- String type To Number (int type)

- String assign Funct (int number)

+ String to String()

+ int J change Where (int location)

+ int get Where ()

+ String get Suit ()

+ String get Funct()

Deck

+ void add (Cano c) + int Size() + boolean is Empty() + (and get (and ()) Woo Attributes - String intro Methods

- Arraylist < Card> _ hand

to String ()

play (+ht index)

Hond

Methods

+ String

+ Card U

Attributes - Army List < Card > - deck - Amay List < Card > _ discard - Card _ last Card Methods + Deck () + String to String() + booled playable (Card c) + Arraylist<Card> Shuffle(Arraylist<Card>orr) + (and draw (int go Where) + void put In Discould ((and card) + (and recycle() + locolean Seck Empty () + String get Last Suit/() + String getlast Number() + (and) get last (and () + Amouglist < Corol > get Discorol() + Arraylist < (ard > get Deck() + Void update Last(ard (Card c)

Attributes - Deck _ deck - Amoulist< Hard> - hards - int - turn Number Methods - int user I nput (Hand curr Hand) .- Void play (but turn Num, int card Index) + Macou() + Hand get Hand (int index) + int game Over() + locolean has Playable (ard (Hand h) + int run lum () + void draw(int turn Num) + Void update Last (and (Can) c) + void add Turn() + (and getLost(and () + Amy List < Card> get Discard() + Amy List < Card> get Deck()