ICardTactic

+ Name():string
+ Rarity(name):void
+ SetCode():void
+ Price():string
+ Model(name):void
+ InStock():void
+ SoldOut():string
+ Parse(name):void

TCGMPTactic

- m_name:string
- m_rarity:string
- m_setCode:string
- m_price:double
- m_model:string
- m_inStock:int
- m_soldOut:bool

+ Domain():string
+ Name(): string
+ Rarity():string
+ SetCode(): string
+ Price():double
+ Model(): string
+ InStock():int
+ SoldOut(): bool
+ TCGMPTactic()
+ SoldOut(): bool
+ Parse(): Task

CardCrashTactic

- kNameRegEx:string
- kCostRegEx:string
- kLeftRegEx:string
- m_name:string
- m_rarity:string
- m_setCode:string
- m_price:double
- m_model:string
- m_inStock:int
- m_soldOut:bool

+ Domain():string
+ Name(): string
+ Rarity():string
+ SetCode(): string
+ Price():double
+ Model(): string
+ InStock():int
+ SoldOut(): bool
+ CardCrushTactic()
+ Parse(): Task

CardFactory

- exportType:enum
- m_domainToTactic:Dictionary<string, Func<CardTactics>>
- m_cardTactics:List<IcardTactic>
- LoadedCards:ReadOnlyCollection<ICardTactic>

+ CardFactory()
+ TryGetDomainFromURL():bool
+ Init():void
+ Export():Task
+ Parse():Task