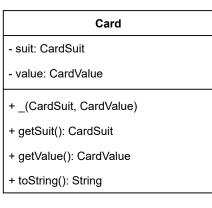## <<enum>> CardSuit

- HEARTS
- DIAMONDS
- CLUBS
- SPADES

<<enum>> CardValue

- TWO
- THREE
- FOUR
- FIVE
- SIX
- SEVEN
- EIGHT
- NINE
- TEN
- JACK
- QUEEN
- KING
- ACE

Card

- suit: CardSuit
- value: CardValue

+ _(CardSuit, CardValue)
+ getSuit(): CardSuit
+ getValue(): CardValue
+ toString(): String

Deck

- MAX_NUMBER_OF_CARDS:Integer
- cards: ArrayList<Card>
-shuffled: Boolean

+ _()
+ shuffle(): void
+ isShuffled(): Boolean
+ deal(numberOfCard:Integer): ArrayList<Card>

<<Interface>> Game

+ play(Player): Boolean

<<Abstract>> CardGame

- deck: Deck
- player: CardPlayer
- dealer: CardPlayer

+ play(Player)

GoFish

+ field: type

+ method(type): type

Player

- name: String
- winningStreak: Integer

+_(name:String)
+ getName(): String
+ setName(String): void
+ getWinningStreak(): Integer
+ addWin(): void
+ resetWins(): void
+ toString(): String

CardPlayer

- hand: ArrayList<Card>

+ _(name:String)
+ addCards(ArrayList<Card>): void
+ removeCards(Integer): ArrayList<Card>