**Partial UML Class Diagram: Solitaire Game**

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| **Solitaire Game** |
| **-drawPile : CardPile**  **-discardPile : CardPile**  **-tableauPiles : array of Hand**  **-suitPiles : array of CardPile**  **-** **numCardsFaceUp: array of Int** |
| **+SetUpGame()**  **+** **TryMakeMove(Card firstCard, Card secondCard, string startLocation, string destLocation): bool**  **+PlayKing(string startLocation, Card king, int tableauNo)**  **+** **PlayAce(Card ace, string startLocation)**  **+** **GetLastCardSuitPile(int whichSuit):Card**  **+** **GetSuitPileCount(int whichSuit): int**  **+** **GetNumCardsFaceUp(int whichTableau): int**  **+** **GetTableau(int tableauNum): Hand**  **+** **GetLastDiscard(): Card**  **+ GetNumDrawCards(): int**  **+** **GetNumDiscardCards(): int**  **+ResetDrawPile()**  **+CheckGameVictory():bool**  **+DrawCard()**  **+RemoveLastDiscard()** |