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| Class: card |
| * Rank : final int * Color : final int |
| + COLORS : String[]  + cards : Card[]  + Card (int, int)  + get\_unoCard: String  +getRank : int  + getColor : int  + search[] (Card): int  +printDeck[](Card): void  +init\_cards : void  + main : void |

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| Class: CreateDeck |
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| + Node (int, int , String)  +addNode(int, int, String): void  +display : void  + shuffle(int): void  + main : void |

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| Class: findIndex |
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| + findIndex(String, String): int |

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| Class: Suffle\_Function |
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| +Node (int, int , String)  +addNode(int, int, String): void  +display : void  +shuffle : void  +main : void |