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

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| Class: CreateDeck |
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| + play\_cards: void  + findIndex (String, String): void  + shuffle(int): void  + sortBubble(String): void  +display\_text: void  +Node(int, int, String): class  +addNote(int, int, String): void  +display\_xyz: void  +create\_sentence(String): void  +display: void  +create\_deck(int): void  + |

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

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| Class: main |
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| + CreateDeck (list, hand, pen): new CreateDeck //using constructoe  +play\_cards: void  +main (String): void |

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| Class: sortRank |
| - |
| + sortrank: void |