

| DobbleGame |
|--|
| + attribute1:type = defaultValue + attribute2:type - attribute3:type |
| stackMode(cardsSet) emptyHandsStackMode(cardsSet) myMode(cardsSet) register(user, game) whoseTurnIsIt(game) play(game, action) status(game) score(game, user) game->string(game) equals(game) |

| Card |
|----------------------|
| elements cardsSet |
| constructor() |

| Dobble |
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| + attribute1:type = defaultValue + attribute2:type - attribute3:type |
| numCards(cardsSet) nthCard(cardsSet, int) findTotalCards(card) requiredElements(card) missingCards(cardsSet) cardsSet->string(cardsSet) addCard(cardsSet, card) |

| Player |
|--|
| + attribute1:type = defaultValue + attribute2:type - attribute3:type |
| + operation1(params):returnType - operation2(params) - operation3() |