

table.h

```
+Table(){};
+~Table(){};
+createDeck(string fileName); void
+shuffleDeck(); void
+drawCard(string currentPlayer); void
+dealCards(int numCards); void
+play(int numCards); void
+ displayDeck(); string
+ displayMyHand(); string
+ displayCompHand(); string
+ currentDeckSize(); int
+ endGame(string currentPlayer); bool
+ checkHand(string newCard,string
currentPlayer ); bool
+ displayPoints(); void
+ playMenu(); void
```

```
- myPts = 0; int
- compPts = 0; int
- playQuit = 0; int
- currentPlayer; string
- theDeck; list <sting>
- myHand; list <sting>
- compHand; list <sting>
- Albrain; list <sting>
```



list.h

```
+ list();
+ ~list();
+ insertHead(const Item_Type& item); void
+ insertTail(const Item_Type& item); void
+ front(); Item_Type
+ back(); Item_Type
+ pop_front(); void
+ pop_back(); void
+ findValue(const Item_Type& item); bool
+ remove(const Item_Type& item); void
+ removeHead(); void
+ removeTail() ; void
+ removeAt(int pos) ; void
+ removeCountBack(int pos); void
+ at(const Item_Type& item); Item_Type
+ atpos(int pos); Item_Type
+ atCountBackPos(int posFromBack);Item_Type
+ size(); int
+ clear(); void
+ toString(); string
- Dnode; void
```

```
+ DNode* head;
+ DNode* tail;
+ int num_items;
```