## + Init(player one, player two) <<constructor>> + help() + click\_save\_button() + click load button() + surrender() + buttons\_card(player\_one, player\_two, card) + show\_game() + show winner() Deck <abstract class> + show buttons\_cards() + show save button() - suits:vector<string> + show\_labels\_buttons() - values:vector<int> + hide\_board() - deck:vector<string> + resize cards() + config\_image\_played\_card(card) + config\_image(deck\_player\_one, deck\_player\_two, especial\_card) + init() <constructor> + get player() + create\_deck() + set\_player(player) + get\_len\_deck() + set\_rules(rules) Color morado es + get\_deck() + set\_game(game) del MARDA Abstract\_serializer <abstract class> Game <abstract class> Deck + serialize\_game(visual, deck, player\_one, player\_two, especial\_card) + load game() - player1:Player - suits:vector<string> - player2:Player - values:vector<int> - rules:string deck:vector<string> - deck:Deck + init() override CSV\_serializer + create\_deck() override + init(deck, player\_one, player\_two) <base\_operation> + deal\_cards() + verify\_turn() + next\_round() + get\_len\_deck() override + sum\_score() + get\_deck() override + serialize\_game(visual, deck, player\_one, player\_two, especial\_card) override + reset\_values() + load\_game() override + verify\_number() + verify\_suit(card) + draw() + save\_game() + load\_game() + get\_suit(card) Player + set\_deck(deck) + set\_especial\_card(especial\_card) - hand:vector<Card> - value:int - name:string playing\_card:string + append\_card(card) + remove card(card) + clean hand() + get\_playing\_card() Durak<controller> + get\_player\_name() + get\_size\_hand() rules:string + get\_hand\_save() deck:Deck + get\_value() + get\_hand() + init(deck, player\_one, player\_two) override + set\_hand() + play() <template method> + set\_value(value) + verify turn() override + set\_player\_name(name) + next round() override + set\_value\_hand(card) + sum score() override + reset\_values() override + verify\_number() override + verify\_suit(card) override + draw() override + save game() override + load game() override + get\_special\_card() override + get suit(card) override + set deck(deck) override

+ set\_especial\_card(especial\_card) override

Visual

Card

- name: string

+ init() <<constructor>>

+ get\_card\_name()

+ set card name()