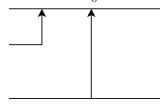


CardGame

- gameDecks: Deck[] - gamePlayers: Player[]
 - gameCards: Card[]
 - winnerNumber: AtomicInteger
- dealCards(): void
 - playGame(): int validateInputSize(): int
 - + main(): void



Player

- playerNumber: int hand: CopyOnWriteArrayList<Card>
 - pickupDeck: Deck

 - discarDeck: deck
 - winnerNumber: AtomicInteger
 - + getPlayerNumber(): int + addCard(): void + checkWin(): boolean + run(): void + writeLog(): void takeTurn(): void + toString(): String