

Hand	
-cards: <ArrayList>(Card) -handDescr: String -handScore: int -handRank: int -altCards: int[]	
+Hand()	Constructor
+addCard(dealtCard: Card): void	Add a new card object to the cards array
+setCard(dealtCard: Card, index: int): void	Sets the Card object sent to a specific index in the cards array
+getCard(index: int): Card	Returns the Card object from the cards array at the index given.
+removeCard(index: int): Card	Returns the Card object from the cards array at the specific index given. Then it removes the Card object from the cards array
+evaluateHand():void	Evaluates the poker hand and updates the hand attributes.
+evaluateHand(game String):void	Evaluates the poker hand and updates the hand attributes. Used for Deuces Wild. Send "DeucesWild" as the game string.
+compareHand(otherHand: Hand)	This calls the PokerSolver to determine whether the hand won, lost, or tied. Example: hand1.compareHand(hand2) returns 1 if hand 1 wins, -1 if hand2 wins, or 0 if it is a tie.
+compareHand(otherHand: Hand, game String)	Works as above for the DeucesWild game. Send "DeucesWild" as the game string.
+discard(deck: Deck, index: int): void	Sends a Card object from the index identified to the Deck's discard pile.
+discardAll(deck: Deck): void	Sends all the Card objects in the cards array to the Deck's discard pile.

+getCards(): Card[]	Returns an array with the Hand's Card objects.
+toString(): String	Outputs the face and suit of each card in the cards array. Example: As 5d Th Kc 6s
+getHandDescr(): String +getHandScore(): int +getHandRank(): int +getHighCard(): int +getAltCards(): int[]	Other Getters

Notes: *handDescr, handRank, handScore, and altCards are set by PokerSolver.*