# Mau Mau UML Diagram

Dienstag, 31. Dezember 2019

### GUI

game Game bgColor Color buttonColor Color buttonDisabledColor Color fontColor Color playerColor[] Color

mainFrame JFrame gamePanel JPanel infoPanel JPanel drawingButton JButton topCardButton JButton skipButton JButton menu JPanel playersList JTextArea addPlayerPanel JPanel addPlayerLabel JLabel inputName JTextField addPlayerButton JButton addComButton JButton playButton JButton playerPanel JPanel nameLabel JLabel cardsButton[] JButton chooseJFrame JFrame chooseJPanel JPanel chooseHeartButton JButton chooseSpadeButton JButton chooseDiamondButton JButton chooseClubButton JButton winnerPanel JPanel winnerText JText

+main() void -init() void

+changeTopCardButton(String url) void +displayPlayer(int playerIndex) void

# Com

+NumOfComputers int

-numOfCards int

-hand[] Card

Com()

+getNumOfCards() int

+getCard(int i) Card

+playCard(int n) Card

+drawCard(Card card) void

# Player

+NumOfPlayers int

-name String

-numOfCards int

-hand[] Card

Player()

+getNumOfCards() int

+getCard(int cardIndex) Card

+getName() String

+setName(String name) void

+playCard(int n) Card

+drawCard(Card card) void

### Game

-player[] Player

-com[] Com

-stack Stack

-playerIndex int

-withBots boolean

#### Game()

+addPlayer(String name) void

+addBot() void

+start() void

+drawCard() void

+playcard() void

+getNumOfPlayers() int

+getNumOfCom() int

+getPlayer() Player

+getTopCard() Card

+nextPlayer() void

-botsTurn() void

+playJ() void

+getPlayerIndex() int

### Card

+NumOfCards int

-cValue Value

-cType Type

## Card()

Card(Value cardValue, Type cardType) Card(Type cardType, Value cardValue) Card(String string1, String string2)

+toString() String

+getVlaue() Value

+getType()Type

+getPicture() String

+setType(Type type) void

### Stack

-unused[] Card

-reserve[] Card

-topCard Card

-topUnusedIndex int

-topReserveindex int

### Stack()

Stack(String filename)

+load(String filename) void

+shuffle() void

+getTopCard() Card

+drawCard() Card

+playCard(Card playedCard) void

+canLayCard(Card card) boolean

enumeration Type

Heart Spade Diamond Club NotAType

enumeration Value

TWO THREE **FOUR** FIVE SIX **SEVEN** 

**EIGHT** NINE

TEN Q

Κ Α

NotAValue