

```
classDiagram
    class SlapjackInitCmd {
        +table: Table
        +players: Map<Integer, Player>
        +title: String
        +p1: Player
        +p2: Player
        +SlapjackInitCmd(Map<Integer, Player>, String, Table)
        +apply(Table): Void
        +apply(ViewFacade): Void
    }
    class Table {
        +addPile(Pile): Void
        +addPlayer(Player): Void
        +getPile(String): Pile
        +removeFromPile(String, Card): Void
        +addToPile(String, Card): Void
        +addToScore(player, int): Int
        +isMatchOver(): Boolean
        +setMatchOver(Boolean): Void
        +getRandom(): Random
        +getHost(): Party
        +partiesReady(): Boolean
        +getCurrentPlayer(): Player
        +setQuorum(Quorum): Void
        +getPlayer(): Collection<Player>
        +getPlayerMap(): Map<Integer, Player>
        +createPlayer(Integer, String): Void
        +lookupPlayer(String): Player
        +getPlayer(Integer): Player
    }
    class ViewFacade {
        +factory: ViewFactory
        +views: List<View>
        +remotedLookup: Map<String, String>
        +ViewFacade(ViewFactory)
        +createView(PartyRole, Integer, String, RemoteTableGateway): View
        +getDetailView(): View
        +send(Marshall): Void
        +addView(): Void
        +register(PresentationObject): Void
        +getRemotedId(String): String
    }
    class SlapjackDeal {
        +table: Table
        +SlapjackDeal(Table, Player)
        +apply(Table): Void
        +apply(ViewFacade): Void
    }
    class SlapjackRules {
        +SlapjackRules()
        +player1_pile: String
        +player2_pile: String
        +center_pile: String
        +SlapjackRules()
        +apply(InitGameEvent, Table, Player): Move
        +apply(DealEvent, Table, Player): Move
        +apply(CardEvent, Table, Player): Move
        +apply(NewPartyEvent, Table, Player): Move
        +apply(SetQuorumEvent, Table, Player): Move
        +eval(Event, Table, Player): Move
        +apply(ConnectEvent, Table, Player): Move
        +registerEvents(): Void
    }
    class Player {
        +addToScore(int): int
        +getPlayerNum(): int
        +getSocketId(): String
        +getScore(): int
    }
    class RulesDispatchBase {
        +SlapjackRules()
        +apply(InitGameEvent e, Table table, Player player): Move
        +apply(DealEvent e, Table table, Player player): Move
        +apply(CardEvent e, Table table, Player player): Move
        +apply(NewPartyEvent e, Table table, Player player): Move
        +apply(SetQuorumEvent e, Table table, Player player): Move
        +eval(Event nextE, Table table, Player player): Move
        +apply(ConnectEvent e, Table table, Player player): Move
    }
    class Move {
        <<interface>>
    }
    class Rules {
        <<interface>>
    }
    class RulesDispatch {
        <<interface>>
    }

    SlapjackInitCmd --> Table : <<use>>
    SlapjackInitCmd --> ViewFacade : <<use>>
    SlapjackInitCmd --> SlapjackDeal : <<use>>
    SlapjackInitCmd --> Player : <<use>>
    SlapjackInitCmd --> RulesDispatchBase : <<use>>
    SlapjackInitCmd --> Move : <<use>>
    Table --> ViewFacade : <<use>>
    Table --> SlapjackDeal : <<use>>
    ViewFacade --> SlapjackDeal : <<use>>
    ViewFacade --> Move : <<use>>
    SlapjackDeal --> Move : <<use>>
    SlapjackDeal --> Rules : <<use>>
    SlapjackDeal --> RulesDispatch : <<use>>
    SlapjackRules --> Player : <<use>>
    SlapjackRules --> RulesDispatchBase : <<use>>
    SlapjackRules --> Rules : <<use>>
    SlapjackRules --> RulesDispatch : <<use>>
```

### 3. Feature 3: Title and deal button should be set

Created/Modified:

```
coms362.cards.slapjack.SlapjackDeal
coms362.cards.slapjack.DropEventCmd
coms362.cards.slapjack.SlapjackGameFactory
coms362.cards.slapjack.SlapjackInitCmd
coms362.cards.slapjack.SlapjackPlayer
coms362.cards.slapjack.SlapjackPlayerView
coms362.cards.slapjack.SlapjackRules
```

6. No one would like to start early to set up the base files, there may be some impact if the first few features are not completed, because the latter features depend on the previous features.

7. I think the number of teammates could be reduced; four teammates would be better.