```
dominion.model.Player
+ BEGIN PURCHASE
+ COOPER TO ADD
+ START CARD COUNT
+ VICTORY CARDS TO ADD
+ BEGIN ACTION
+ getName()
+ addActions()
+ getActionCounter()
+ getPurchaseCounter()
+ addPurchase()
+ getCardsOnHand()
+ throwCardsOnHandAway()
+ getUppestCard()
+ addCardToCards()
+ movePlayedCardsToCards()
        and 12 more...
               player
dominion.model.PlayerImplTest
~ player
+ setUp()
+ testConstructor()
+ testGetName()
+ testMoneyCounter()
+ testActionCounter()
+ testPurchases()
+ testCardOnHand()
+ testThrowCardsOnHandAway()
+ testGetUppestCard()
+ testAddToCards()
         and 4 more...
```