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...

dominion.model.PlayerImpl

+ PlayerImpl() + getName()

+ getMoney()

+ getCards()
+ getNumberAllCards()

+ getCardsOnHand()

+ getUppestCard()

+ getUppestPlayedCard()

+ getPurchaseCounter()+ getActionCounter()

and 15 more...