```
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.ActionCardBasicTest
~ player
+ setUp()
+ testGetCost()
+ testGetName()
+ TestPlayCellar()
+ TestPlayMoat()
```

+ TestPlayVillage()+ TestPlayWoodcutter()+ TestPlaySmithy()+ TestPlayMilitia()+ TestPlayMarket()

and 4 more...