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.ActionCardTest

~ player

+ setUp()
+ testAdventuresPlay()
+ testAdventuresPlay2()
+ testAdventuresPlay3()
+ testBureaucratPlay()
+ testChancellorPlay()
+ testChapelPlay()
+ testCouncilRoomPlay()
+ testFeastPlay()
+ testFestivalPlay()
and 21 more...