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| --- | --- |
| Class | Hand |
| Attributes | - hand: ArrayList<Card> |
| Methods | + addCard(card: Card)  + discardCard(discardedCard: Card)  + getHand(): ArrayList<Card>  + get(selectedCardIndex: int): Card |

|  |  |
| --- | --- |
| Class | Rules |
| Attributes | - rules: String |
| Methods | - readRules(): String  + getRules(): String  +isPlayable(card: Card, player: Player): Boolean |

|  |  |
| --- | --- |
| Class | Stack |
| Attributes | - stack: ArrayList<Card>  - randomNumbers: SecureRandom |
| Methods | + Stack()  + initializeTestStack(): void  + initializeStack(): void  + getStackSize(): Int  + shuffle(): void  + drawTopCard(): Card  + addDiscardedCard(discardedCard: Card): void  + get(i: int): Card  + clear(): void  + getStack(): ArrayList<Card> |

|  |  |
| --- | --- |
| Class | Card |
| Attributes | -type: String  -value: String  #pos\_values: String[]  #amount: int[] |
| Methods | + Card(type: String, String value): String  + getType(): String  + getValue(): String  + toString(): String  + getCardName: String  + getPossibleValues(): String[]  + getAmounts(): int[]  + validateValue(value: String): Boolean  + getRequirements(): String[]  + getConsequences(): String[] |