CardGame.java

main

Game

- playerSet: PlayerSet(2,4)
- deck: Deck()
- winner: String {"No One"}
- winPointsValue: int {2}
- penaltyPointsValue: int {2}
- + startGame(Scanner)
- initializeGame(Scanner)
- playGame(Scanner)
- endGame(Scanner)
- + printScoreBoard()

Deck

- cards: ArrayList<Card>
- amountPenalties: int {4}
- -createDeck()
- +printDeck()
- + shuffleCards()
- + getCardList(): ArrayList<Card>
- + setCardList(ArrayList<Card>
- + getAmountPenalties(): int
- + setAmountPenalties(int)

Card

- value: Stringsuit: String
- + setValue(String)
- + setSuit(String)
- + getValue(): String
- + getSuit(): String
- + getNumberValue(): int
- + getNumberSuit(): int

PlayerSet

- players: ArrayList<Player>
- amountPlayers: int {2}
- minPlayersAllowed: int {2}
- maxPlayersAllowed: int {2}
- + askPlayerCount(Scanner)
- + askPlayerNames(Scanner)
- isDuplicateNameCheck(String): boolean
- + addPlayer()
- + addPlayer(String)
- + printPlayers()
- + setPlayers(ArrayList<Player>)
- + setAmountPlayers(int)
- + setMinPlayersAllowed(int)
- + setMaxPlaversAllowed(int)
- + getPlayers(): ArrayList<Player>
- + getAmountPlayers(): int
- + getMinPlayersAllowed(): int
- + getMaxPlayersAllowed(): int

Player

- name: String
- score: int
- + setName(String)
- + getName(): String
- + setScore(int)
- + getScore(): int
- + updateScore(int)