		,	,					
Build	<< Java Class>> CardTable	< <java class="">> Assign6Phase3</java>	< <java class="">> GUICard</java>		< <java class="">> CardGameFrameWo</java>	ork		< <java class="">> Clock</java>
cardFramework main(String[]):void getNumCards):int getNumPlayers):int getLeftSideCard):Card	MAX_CARDS_PER_HANDint MAX_PLAYERSINt numCardsPerHandnt numPlayersint pnlComputerHandJPane pnlHumanHandJPane pnlPlayArea JPane	(defaultpackage) Assig6Phase3) main(String[]):void Assig6Phase3) main(String[]):void	iconCards icon[][] iconBack icon iconst.oaded boolean GUICard) loadCardlcons).void turnintIntoCardValueint):String valueAsin(Card):int turnIntIntoCardSutint):Suit suitAsin(Card):int getCor(Card):ion getBackCardIcon():Icon		MAX_PLAYERS int numPlayers int numPlayers int numPlayers int numDakers PerPackint numUnusedCardsPerPackint numUnusedCardsPerPackint numCardsPerHandint GardGameFrameWorkint, int, int, Card int, int) CardGameFrameWorkj getHand(int); Hand getCardFromDeckj):Card getNumCardsRemainingInDedkint newGamej):void dea():boolean sortHands():void playCard(int):Card takeCard(int):boolean			int counter boolean run Timer PAUSE= 100 start stop clock Timer start StopButton time Text timerPanel
		HighCardListiner HighCardListine() actionPerformed(ActionEven):void						Clock() formatToTime():string timerEven():ActionListiner buttonEven():ActionListiner actionPerfrome():ActionEvent TimerClass()
				<java class="">></java>		< <java clas<="" td=""><td><u> </u></td><td><extends thread="">> TimerClass</extends></td></java>	<u> </u>	<extends thread="">> TimerClass</extends>
			J	MAX_CARDSin numCardsint		Deck MAX_CARD: isExecuted b topCard int	S int	doNothing)
				Hand) resetHand):void takeCard(Card):t playCard(int):Ca playCard():Card toString):String getNumCard(s):i inspectCard(int): sort():void	poolean rd nt	numPacksint Deck(int) Deck() getNumCards() int init(int) void shuffle() void dealCard():Card getTopCard():Card addCard(Card):boolean removeCard(Card):boolean sort() void inspectCard(int):Card		
					< <java class="">></java>	ļ <u> </u>]	J
					Card cardValue char[] valueRanks char[] value char errorFlag boolean			
					card'char, Suit) Card() toString):String set(char,Suit):bool getValue():char getSuit():Suit getErrorFlag():boo equals(Card):boole arraySor(Card[], ir	lean ean		
					< <java enumeration=""></java>]	
					clubs Suit diamonds Suit hearts Suit spades Suit Suit()			
]	