CardPicker

CardPicker

#allCards:List<Card>

+*pick():Card*

FreeCardPicker

-indexCurrentCard:int
-timerBegin:long
-timeTaken:long
-numberOfGoodAnswers:int
-deckName:String
-TIME_FACTOR: int

+pick():Card
+getNameOfDeck():String
+getScore():int
+increaseNumberOfGoodAnswers():void
+getNumberOfGoodAnswers():int
+getTime():long
+haveCards():boolean

ScoreBasedCardPicker

-COOL_DOWN_PICK:int
-FREQ_MIN:int
-maxPicked:int
-MINIMUM_COOLDOWN:int
-MINIMUM_FREQUENCE:int
-COOLDOWN_DIVISOR:int
-FREQUENCE_DIVISOR:int

+pickRandom(List<Card>:allCards):card
+getPossibleCards():List<Card>
+pick():Card
+getMaxPicked():int
+setMaxPicked(int:maxPicked):void