Program List

The structure of this program is shown in figure below:

Program
Class

Methods
- Main

player
Class

Fields
- hitPoint
- inHand
- mana
- manasum
- myDeck
- name

Methods
- getCard
- getHitPoint
- getTurn
- hitPointChange
- manaChange
- pickACard
- player

Deck
Class

Fields
- length
- mycard
- nextPick

Methods
- Deck
- haveResidue
- MakeRand
- pickCard

card
Class

Fields
- damage
- display
- heal
- isDrawCard
- manaCost
- type

Methods
- card
- show
- useCard

cardType
Enum