Class Card:

# It’s just a card. What do you want from it?

Attributes:

Suit

Rank

Methods:

\_\_eq\_\_ (equal)

\_\_gt\_\_ (greater than)

Class Deck:

# List of cards. Wow, sounds tasty…

\*\*\* I don’t know it **IS** a list or it **CONTAINS** a list.\*\*\*

Attributes:

List (of cards)

Methods:

Methods from list

Shuffle

Clear

Class Table:

# A sea of cards. We are going to make a fortune!

Attributes:

Center Pile (Deck)

Discard Pile (Deck)

Temporary Area (Deck)

Methods:

Clear\_all

Refresh\_temp\_area (list of cards) -> temp\_area

Class Operator:

# Your Enemies! Defeat them by deleting them~

Attributes:

Hand (Deck)

Methods:

Draw (a card)

Play (some cards)

Class Rules\_base

Class Player:

# Your Avatar. Please be nice to him.

Attributes:

Must\_do\_operations (list of