Name: hint

Goal: The system will give the player a hint to deal the cards.

Actor: User

Pre-condition: It is the player’s turn

MSS:  
1. The player press hint button.  
2. The system brings up the qualified cards.

3.The press the play button .

4.The system display cards to all players.  
Exception :  
3a1 The user presses hint button again.

3a2 The system goes to step 2.

3b1 The user press the pass button.

3b2 The use case ends.

Post-condition: The next player starts to play.

Name: Select cards

Goal: The user select the card that he wants to give out

Actor: User

Pre-condition: It is the player’s turn

MSS:  
1. The user click on the ideal cards.  
2. The user press play button.

3.The system check the rationality of the cards.

4.The system display the cards to all players  
Exception (Extension, Alternatives):  
3a1. The selected cards are not qualified.

3a2 The system pop-up the error warning.

3a2 The system goes to step 1.

3b1. The selected cards are not qualified.

3b2 The system pop-up the error warning.

3b3 The user press pass button.

Post-condition: The next player starts to play.