Object Description Template

**Class Card**

**Description:** Card is a public class that is responsible for holding information for Rank and Color of a given card. It sets respective values for each card at game launch and provides access to them throughout the game.

**Fields:**

* int rank: Integer data member of Card that describes the value rank of the given card.
* String colour: String data member of Card that describes the color type of the given card.
* boolean rankKnown: Keep track if a Card’s rank is known to the player.
* boolean colourKnown: Keep track if a Card’s colour is known to the player.

**Methods:**

* int getRank(): Returns an integer value that represents the rank of a given card.
* String getColour(): Returns a string that represents the colour of a given card.
* Boolean[] getInfo(): Returns a list that contains rankKnown and colourKnown.