**Object Descriptions**

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| **Class Name** | 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** | | **Description** | |
| private int rank | | Integer data member of Card that describes the value rank of the given card. | |
| private String color | | String data member of Card that describes the color type of the given card. | |
| **Methods** | | | **Description** |
| public void setRank(int rank){} | | | Update the current Card’s rank value.  @param rank: Integer representing the new Card’s rank value. |
| public int getRank(){} | | | A method for retrieving the rank of the current card. |
| public void setColor(String color){} | | | Update the current Card’s color value.  @param color: String representing the new Card’s color value. |
| public String getColor(){} | | | A method for retrieving data from the field color. |
| public String toString(){} | | | Returns a string representation of the Card, by overriding the abstract method toString() of the superclass. |
| public static void main(String[] args){} | | | Method used for testing local functions for the Card class. |

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| **Class Name** | Player | | | |
| **Description**: Player is a public class that is responsible for storing player’s identification and providing it when requested by the client or server. | | | | |
| **Fields** | | **Description** | | |
| private String nsid | | String data member of Player that describes the value of the given player’s identification. | | |
| private Token t | | Reference to the Token object for easier access within local class methods. | | |
| private Hand h | | Reference to the Hand object for easier access within local class methods. | | |
| **Methods** | | | **Description** |
| public void setNsid(String data){} | | | Update the current Player’s nsid value.  @param data: String representing the new Player’s nsid value. |
| public String getNsid (){} | | | Get access to the player’s NSID from the server and store it for later use. |
| public Token getToken(){} | | | A method for retrieving data from the Token object. |
| public Hand getHand(){} | | | A method for retrieving data from the Hand object. |
| public boolean hasHand(){} | | | This method is used to verify if the current Player has a valid hand. |
| public String toString(){} | | | Returns a string representation of the Player, by overriding the abstract method toString() of the superclass. |
| public static void main(String[] args){} | | | Method used for testing local functions for the Player class. |