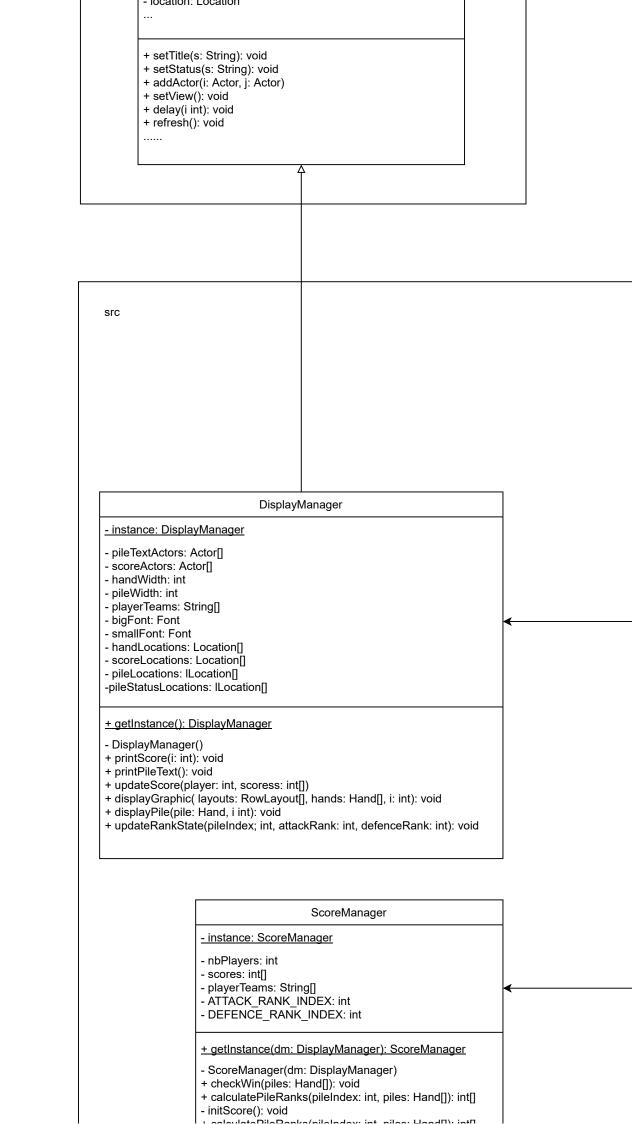
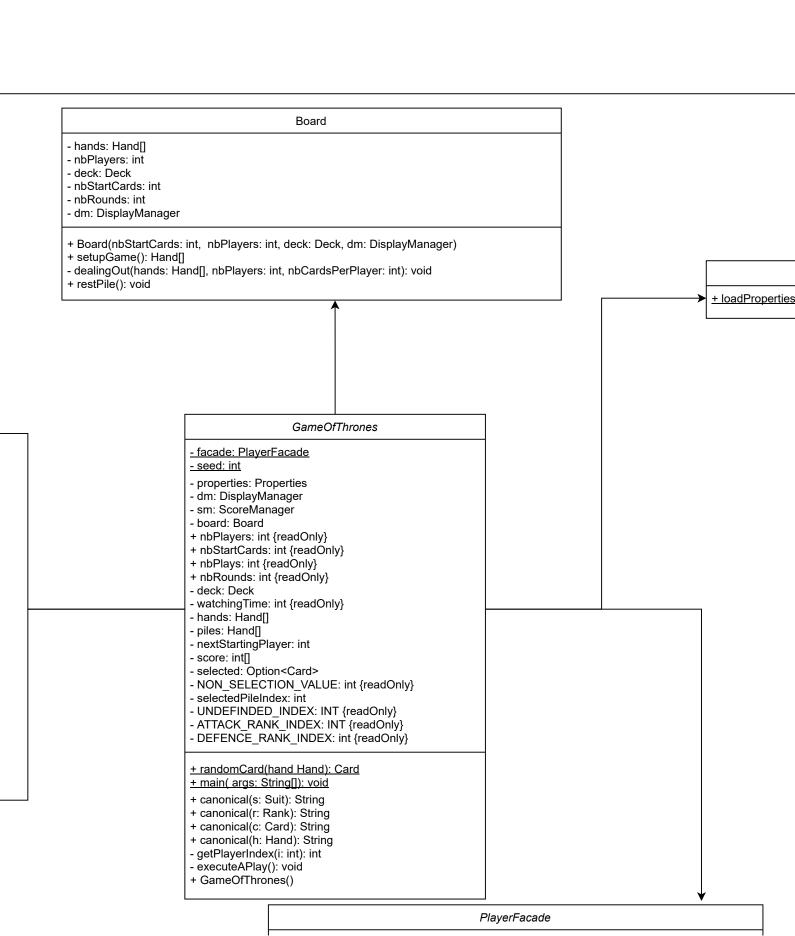
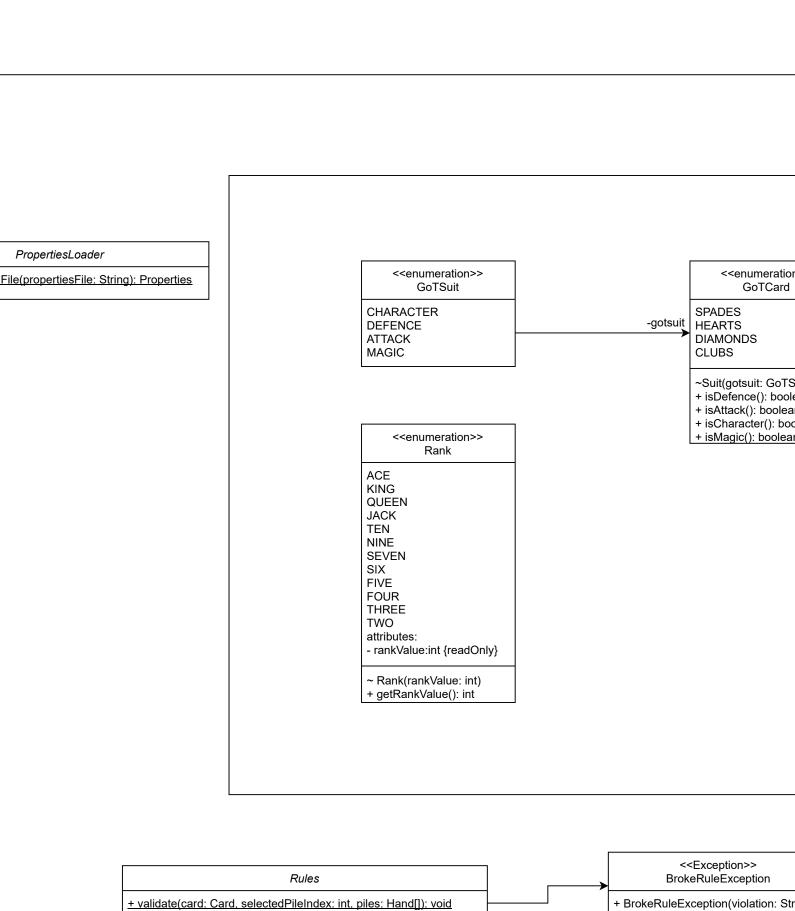
ch.aplu.j	igamegrid
	CardGame
	- actor: Actor[]







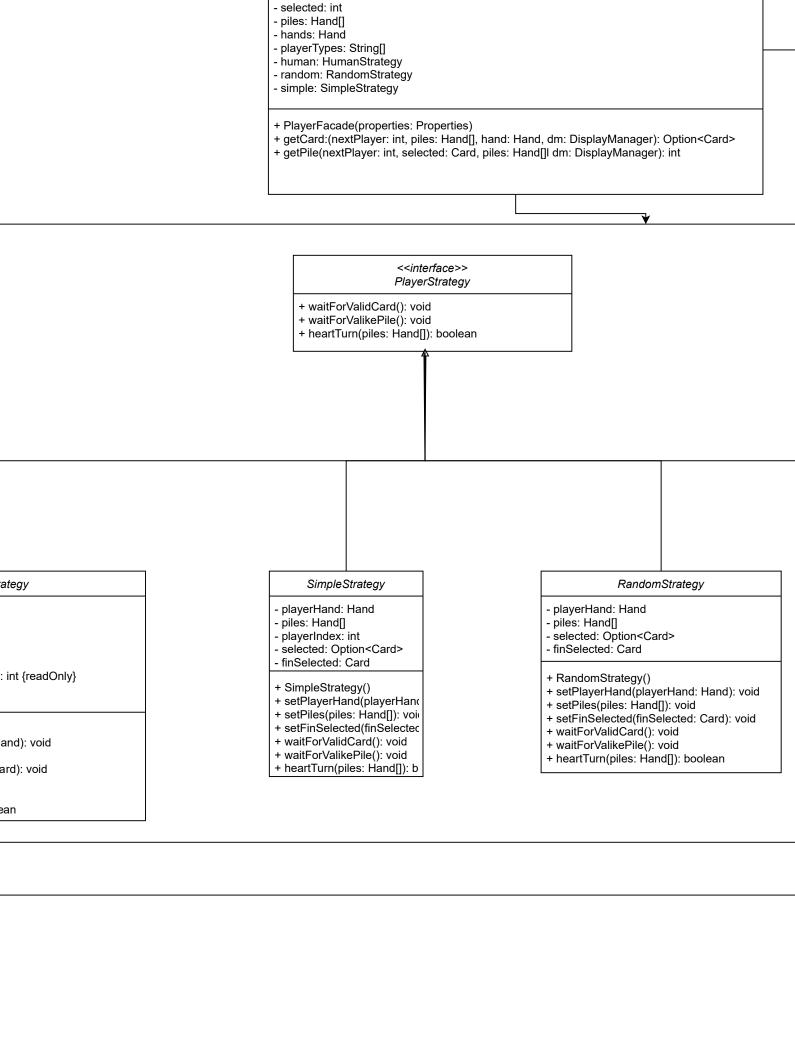
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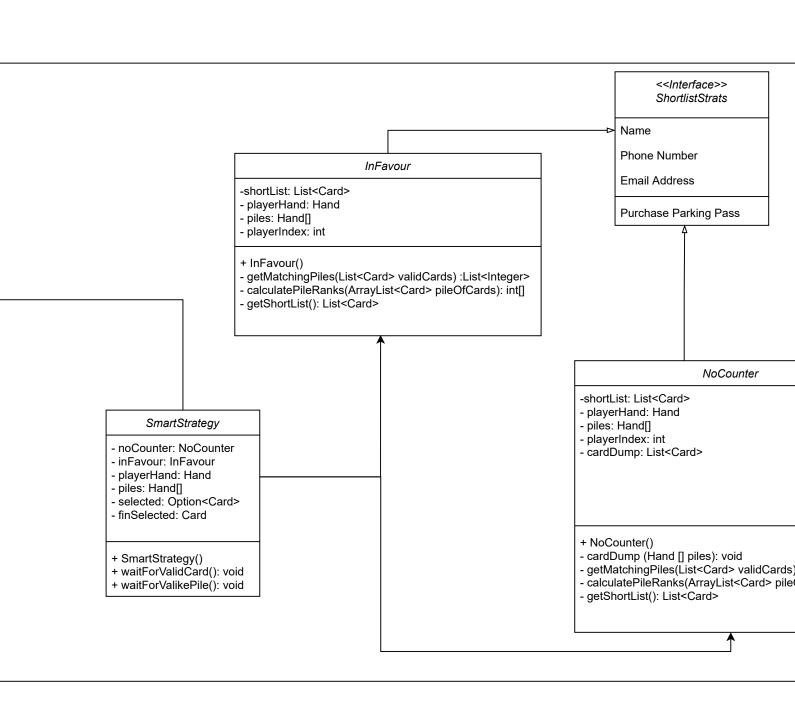
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ing)

- playerHand: Hand - piles: Hand[] - selected: Option <card> - finSelected: Card - seslectedPileIndex: int - NON_SELECTETION_VALUE - dm: DisplayManager</card>
+ HumanStrategy() + setPlayerHand(playerHand: H + setPiles(piles: Hand[]): void + setFinSelected(finSelected: C + waitForValidCard(): void + waitForValikePile(): void + heartTurn(piles: Hand[]): bool

+ carculatePileRanks(piles: Hand[]): void + updatePileRanks(piles: Hand[]): void + updateScores(): void





) :List <integer> OfCards): int[]</integer>				