GUI.java

1. public void takeCard(Card card) //picks up from drawPile to hand
2. public void placeCard(Card card) //picks up from hand to discardPile
3. public void renderCard(Card card, boolean facedUp) //paints card

Game.java

Deck.java

1. public Card getTopCard()
2. public void shuffle()
3. public void draw(int num)

Hand.java

1. public boolean useful()
2. public boolean uno()

Card.java

1. public String getColor()
2. public int getID()