CardDeckInterface
<<Interface>>

+ draw(): PlayingCard

+ shuffle(): void

+ size(): int

+ printCards(): void

+ fullDeck(): void

PlayingCard
Class

- suit: String

- face: int

+ CLUBS: String = "Clubs"

+ HEARTS: String = "Hearts"

+ DIAMONDS: String = "Diamonds"

+ SPADES: String = "Spades"

+ ACE: int = 14

+ ACE: int = 13

+ KING: int = 12

+ QUEEN: int = 11

+ JACK: String = "Clubs"

+ getSuit(): String

+ setSuit(String): void

+ getFace(): int

+ setFace(int): void

+ toString(): String

+ equals(PlayingCard): boolean

+ compareTo(PlayingCard): int

HandOfCards
Class

- deck: ArrayList<PlayingCard>

+ draw(): PlayingCard

+ shuffle(): void

+ printCards(): void

+ size(): int

+ fullDeck(): void

+ add(PlayingCard): void

+ sortHand(): void

Use