

## CardDeck

CLUB : str  
DEALER\_NAMES : list  
DIAMOND : str  
HEART : str  
RANKS  
SPADE : str  
SUITS : tuple  
cards  
dealer\_name  
  
draw(): Card  
draw\_n(n): CardList  
get\_ranks()  
shuffle()

Card  
rank  
suit

JokerDeck

```
classDiagram
    class CardDeck {
        CLUB : str
        DEALER_NAMES : list
        DIAMOND : str
        HEART : str
        RANKS
        SPADE : str
        SUITS : tuple
        cards
        dealer_name
        draw() Card
        draw_n(n) CardList
        get_ranks()
        shuffle()
    }
    class Card {
        rank
        suit
    }
    class JokerDeck
    CardDeck <|-- JokerDeck
```

The diagram illustrates a class hierarchy. At the top is the 'CardDeck' class, represented by a light blue box. It contains attributes: CLUB (str), DEALER\_NAMES (list), DIAMOND (str), HEART (str), RANKS, SPADE (str), SUITS (tuple), cards, and dealer\_name. It also has methods: draw() (returns Card), draw\_n(n) (returns CardList), get\_ranks(), and shuffle(). Below 'CardDeck' are two other classes: 'Card' (a light blue box) and 'JokerDeck' (a green box). The 'Card' class has attributes rank and suit. An inheritance arrow, represented by a vertical line with an open triangle head, points from 'JokerDeck' up to 'CardDeck', indicating that 'JokerDeck' inherits from 'CardDeck'.