

# Homework 02 - Class Design

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## Class 1 - Card

- A card knows its value
- A card should know suit and rank (for poker)
- A card should know how to print itself
- A card should know how to be compared to other cards (<, >, ==, !=)

## Class 2 - Deck

- A deck is composed of 1-N cards
- A deck can shuffle cards
- A deck can deal cards
- A deck can get a card back and return it to the deck
- A deck can run out of cards

## Class 3 - Hand

- A hand can hold cards
- A hand can sort cards
- A hand can return and receive cards from the deck

## Class 4 - Player

- A player can hold a hand
- A player can draw from the deck
- A player can perform actions (bet, call, check, fold, raise)

## Class 5 - Game

- A game knows what card game to play
- A game keeps an order of players (and if a player is "out")
- A game can start and end

## Class 6 - Poker

- **Poker has a certain number of players**
- **Poker keeps track of which player's turn it is**
- **Poker keeps track of what round of play it is**
- **Poker has a deck of cards**