Controller

B

Model

Assign5P3

+ NUM_CARDS_PER_HAND: int=7
+ NUM_PLAYERS:int=2
+scores: int[]

+ main()

Deck

+MAX_PACK: int = 6
+MAX_CARDS_IN _PACK: int = 56
+MAX_CARDS: int = MAX_PACK *
   MAX_CARDS_IN_PACK
-masterPack: Card[]
-cards: Card[]
-topCard: int
-numPacks: int

+Deck()
+Deck(int)
+init(int)
+shuffle()
+dealCard(): Card
+getTopCard(): int
+inspectCard(int): Card
-allocateMasterPack()
-addCard(Card): boolean
-removeCard(Card): boolean
-sort()
-getNumCards(): int

Card

Suit:enum
Value: enum
-value: Value
-suit: Suit
-errorFlag: Boolean

+Card()
+Card(char, Suit)
+Card(Value, Suit)

+clone(): Card
+toString(): String
+set(char, Suit): boolean
+getSuit(): Suit
+getValue(): Value
+getErrorFlag(): boolean
+arraySort(Card[], int)
+equals(Card): boolean

CardGameFramework

-MAX_PLAYERS: int = 50
-numPlayers: int
-numPacks: int
-numJokersPerPack: int
-numUnusedCardsPerPack: int
-numCardsPerHand: int
-deck: Deck
-hand: Hand[]
-unusedCardsPerPack: Card[]

+CardGameFramework(int, int, int, Card[],
int, int)
+CardGameFramework()

+getHand(int)
+getCardFromDeck(): Card
+getNumCardsRemainingInDeck(): int
+newGame()
+deal(): boolean
+sortHands()

GuiCard

-iconCards: Icon[][]
-iconBack: Icon
+iconsLoaded: boolean = false

+loadCardIcons()
+intToCardValue(int): String
+intToCardSuit(int): String
+getIcon(Card): Icon
+getBackCardIcon(): Icon
-valueAsInt(Card): int
-suitAsInt(Card): int

Hand

+MAX_CARDS: int = 52
-myCards: Card[]
+ numCards: int

+Hand()
+resetHand()
+takeCard(Card): boolean
+playCard()
+toString(): String
+getNumCards: int
+inspectCard(int): Card
+sort()

A

B

View

Within formatGameTable
-setUpPanels()
-placeHandLabels()
-placePlayedCardLabels()
-placeScoreLabels()
-placeTimerLabels()
-placeGameResultLabel()
-placePlayResutlLabel()
-placePlayButton()

Within updateLabels
-updateHandLabels()
-updateScoreLabels()
-updatePlayedCardLabels()
-updateTimerLabels()
-updatePlayResult()
-updateGameResultLabel()

CardTable
+WIDTH: int=800
+HEIGHT: int = 1000
+MAX_CARDS_PER_HAND: int = 56
+MAX_PLAYERS: int = 2
-numCardPerHand: int
-numPlayers: int
-scoreLabels: JLabel[numPlayers]
-compterLabels:JLabel[numCardPerHand]
-humanLabels: JLabel[numCardPerHand]
+pnlComputerHand: JPanel
+pnlHumanHand: JPanel
+pnlPlayArea: JPanel
+pnlControl: JPanel
+buttonNotPresses: BooleanResult
+CardTable(String, int, int)
-formatGameTable()
-createPlayButton()
-updateLabels()
-makeVisible()

A