A6P2

- +PLAYER_COUNT: int = 2
- +HAND_CARD_COUNT: int = 7
- +PACK_COUNT: int = 1
- +JOKER_COUNT: int = 0
- +UNUSED_CARD_COUNT: int = 0
- +GAME_NAME: String = "High Card Game: By Matt, Julia, Vanessa and
- James"
- +main(String)

CardGameFramework

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

CST 338

Model Controller View UML

High Card Game with Timer

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James O'Dea

Vanessa Ulloa

CardGameController

- +COMPUTER: int = 0
- +HUMAN: int = 1
- -model: CardGameFramework
- -view: CardTable
- -arenaComputerCard: Card
- -arenaHumanCard: Card
- scores: Integer[]
- +CardGameController(CardGAmeFramework,
- CardTable)
- +start()
- +endGame()
- +updateArena()
- +updateGameInfo()
- +updatePlayers()
- +buttonSetup()
- -initialSetup()
- +addToScore(int, int)
- + operation1(params):returnType
- operation2(params)
- operation3()

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



CardTable

- +WIDTH: int=1100 +HEIGHT: int = 700
- +MAX_CARDS_PER_HAND: int = 56
- +MAX_PLAYERS: int = 2
- -numCardPerHand: int
- -numPlayers: int
- -scoreLabels: JLabel[numPlayers]
- -compterLabels:JLabel[numCardPerHand] -humanLabels: JLabel[numCardPerHand]
- -pnlComputer: JPanel -pnlHumanHand: JPanel -pnlArena: JPanel -pnlGameInfo: JPanel -pnlTimer: JPanel
- -pnlComputerScore -pnlHumanScore
- -gridHuman: GridLayout -gridComputer: GridLayout
- -gridArena: GridLayout -gridGameInfo: GridLayout
- -gridTimer: GridLayout -computerLabels: JLabel[]
- -computerLabels: JLabel[]
 -humanLabels: JLabel[]
- -arenaLeftLabel: JLabel -arenaRightLabel: JLabel
- -computerScoreLabel: JLabel -humanScoreLabel: JLabel -timerLabel: TimerLabel
- playButton: Playbutton timerButton: TimerButton
- +buttonNotPresses: BooleanResult
- +CardTable(String, int, int)
- -formatGameTable()
- -createButtons()
- -createLabels()
- +toggleTimer()
- +updateTimer()
- +addTimerListener(ActionListener)
- +addPlayListener(ActionListener)
- +updateBackIcon(int, Icon)
- +updateCardIcon(int, Icon)
- +updateArenalcon(int, Icon)
- +updateComputerScore(String)
- +updateHumanScore(String)
- demolishGame(String)
- -updateLabels()
- -makeVisible()

TimerLabel

- -DIVIDER: char = ":"
 -minutes: Integer
 -seconds: Integer
 -timer: Timer
 -thread: Thread
- +TimerLabel() +updateText() +startTimer()

+stopTimer()



Model

	Hand
-iconCards: lcon[][] -iconBack: lcon +iconsLoaded: boolean = false	+MAX_CARDS: int = 52 -myCards: Card[] + numCards: int
+loadCardIcons() +intToCardValue(int): String +intToCardSuit(int): String +getIcon(Card): Icon +getBackCardIcon(): Icon -valueAsInt(Card): int -suitAsInt(Card): int	+Hand() +resetHand() +takeCard(Card): boolean +playCard() +toString(): String +getNumCards: int +inspectCard(int): Card +sort()
Card	PlayButton
Suit:enum Value: enum -value: Value -suit: Suit	
-errorFlag: Boolean	+PlayButton()
+Card() +Card(char, Suit)	
+Card(Value, Suit) +clone(): Card +toString(): String +set(char, Suit): boolean	TimerButton
+getSuit(): Suit +getValue(): Value +getErrorFlag(): boolean +arraySort(Card[], int) +equals(Card): boolean	+TimerButton() +toggleLabel(): boolean

Controller

