

Player	Card
<div>- String: name - Queue&lt;card&gt;: deck - boolean: isWinner -boolean: isHuman</div>	<div>- String: name -array int: description</div>
<div>+ setName + setWinner + getters for all attributes + addCardToDeck(card: Card): void + nextCard(): Card</div>	<div>+ getters and setters + toString()</div>

Game
<div>- ArrayList&lt;Player&gt;: players - ArrayList&lt;Card&gt;: communalPile - Player: roundWinner</div>
<div>+ Game() - constructor + compareCards(): void + nextRound(): void</div>

Database	Statistics

Dealer
<div>- Game: game - ArrayList&lt;Card&gt;: deck</div>
<div>+ getters + createCards(filePath: String): void + dealCards(): void</div>