UML - DIAGRAMS FOR CARDS GAME
UML Stands for Unifed Modelling Language.
Program using a collection of diagrams. Today UML is a ccepted by the Object Management Group (OMG) as the
Standard for modelling Software Development.
1. Structural 3. Benavioral Oliver Tor my
Couds project auc: a) Use Case diagram b) Activity diagram c) class diagram
e) State diagram

1. Use Case Diagram " include " Value Draw two Draw (player 1 (playor 2 Draw another Cand (players) « extend » play playu4)

2. Activity Diagram Staut again? Select card Move Careal Quitgame Lore Undo move disp choose no Start ? Wingame 8 eket card Deal card Move care start again?

.3. Class Diagram:

" Enumeration >> Cand Suit Shuffle () Suit: Suit Display cander) kind: kind clubs geteuiter: suit Deck counds Diamonds get kind (): kind -thank Spade. decks games Cando « Enumeration» King Game name: 8tring Two Thru players: number getrame (); string Fore r gitphyou(1: number Five Six games Seven Fight Player V Ace player . getnumber(): etning

4. Sequence Diagram Regult playou Game Deck Shuffle Displayands of select could check Score Use and Display Cands > Select Cards Determine winner check source - Use could > get hand get hand Is better take pot

5. State Diagram Dealing Selection Select game Select playous Deal hand open deck Shuffk deck stop playing Draw Discard play Display Win Display Winner Display Score Lose Evaluting Evaluate hand