

Assignment 6: Phase 1

Assignment6P1
+ <u>main(String[] args) : void</u>

CardGameView
- <u>computerLabels: JLabel[]</u> - <u>humanLabels: JLabel[]</u> - <u>playedCardLabels: JLabel[]</u> - <u>humanButtons: JButton[]</u>
+ initializeCardGameTable(CardTable cardTable, Hand humanHand, ActionListener restartGameListener, ActionListener playCardListener, int numCardsPerHand, int numPlayers) : boolean + hideHumanCard(int playerHandIndex) : boolean + hideNextComputerCard() : boolean + updateStatusMessage(String message) : boolean + showHumanPlayedCard(Card cardPlayed) : boolean + showComputerPlayedCard(Card cardPlayed) : boolean + resetBoard(Hand humanHand, int numCardsPerHand) : void

CardGameModel
~ NUM_CARDS_PER_HAND: int ~ NUM_PLAYERS: int - <u>winnings: Card[]</u> - <u>losings: Card[]</u> - <u>wonCards: int</u> - <u>computerWonCards: int</u> - <u>highCardGame: CardGameFramework</u> - cardGameView: CardGameView
+ CardGameModel(CardGameView cardGameView) + initializeCardGame(ActionListener restartGameListener, ActionListener playCardListener) : boolean + playRound(int playerHandIndex) : boolean + resetGame() : void - dealCards() : boolean - humanCardIsHigher(Card computerCard, Card humanCard) : boolean

CardGameController
- cardGameModel: CardGameModel
+ CardGameController(CardGameModel cardGameModel) + play() : boolean

KEY

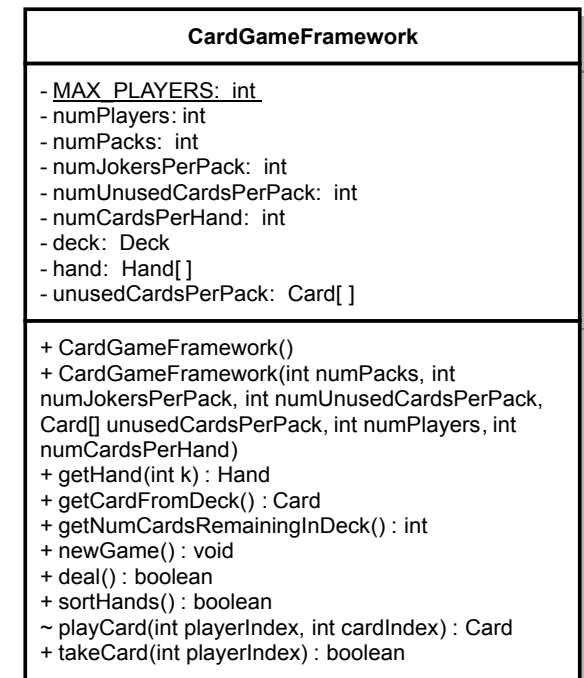
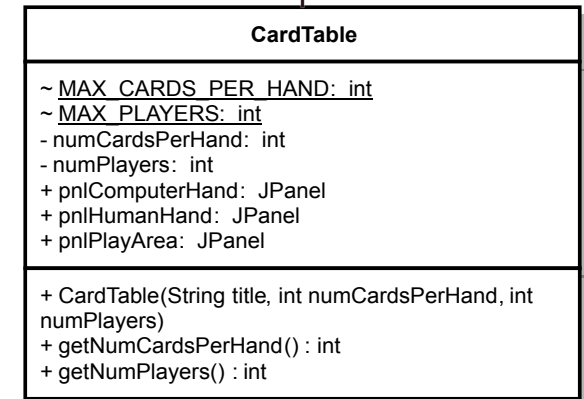
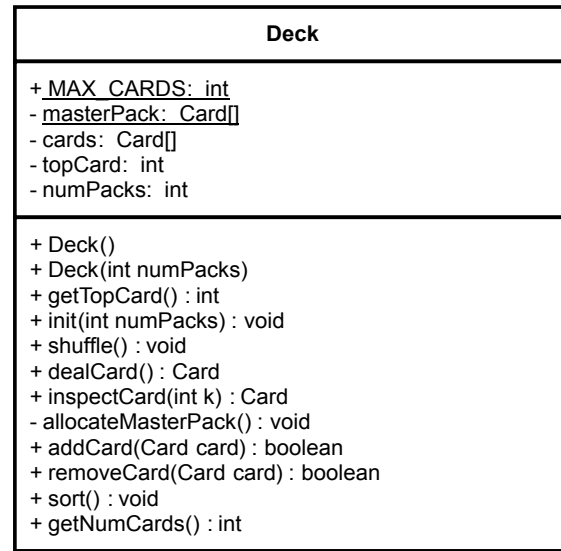
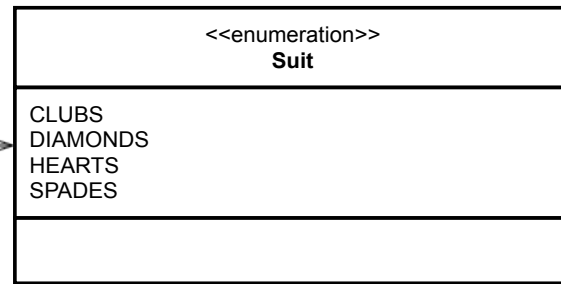
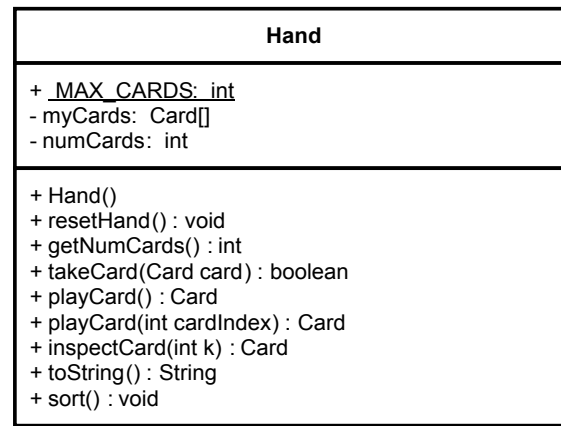
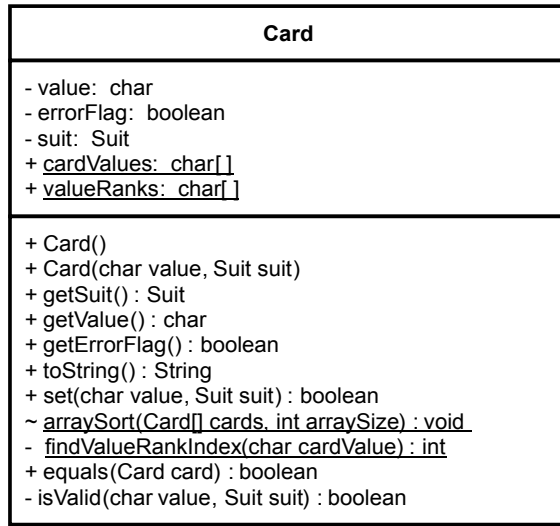
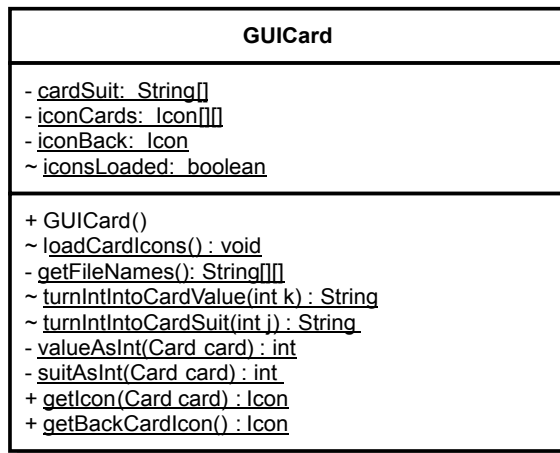
+ public access

- private access

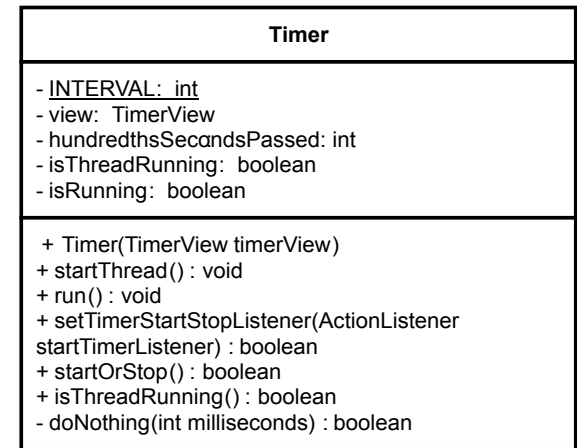
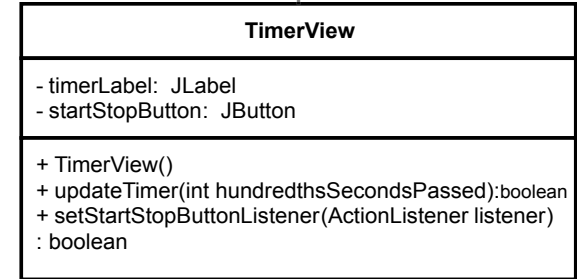
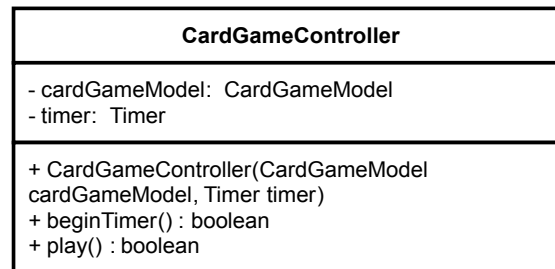
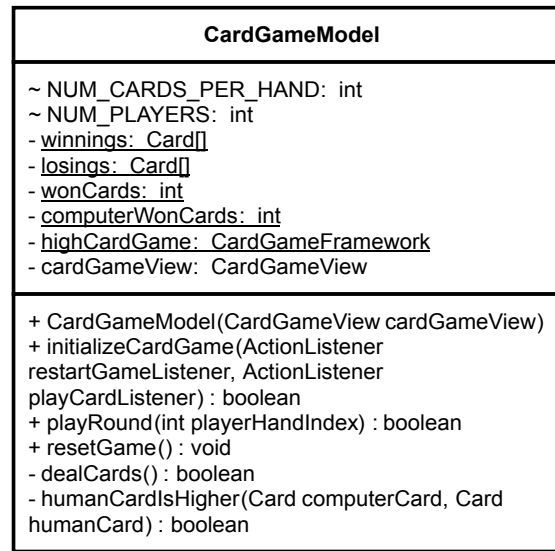
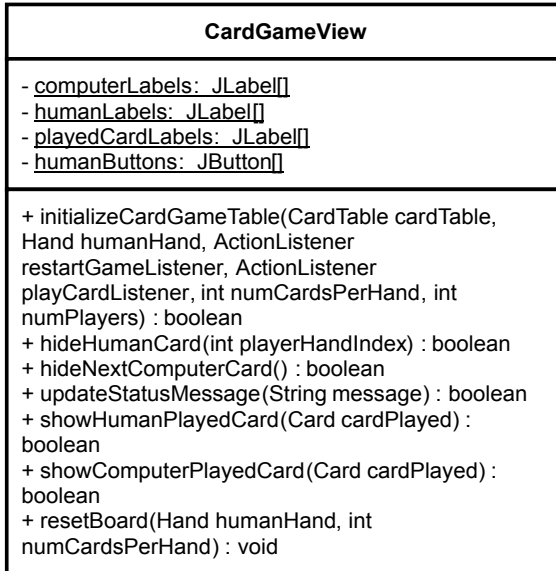
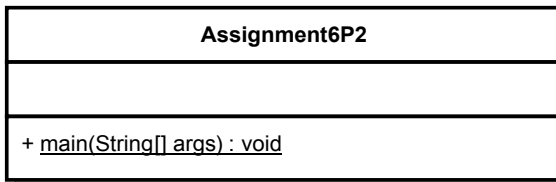
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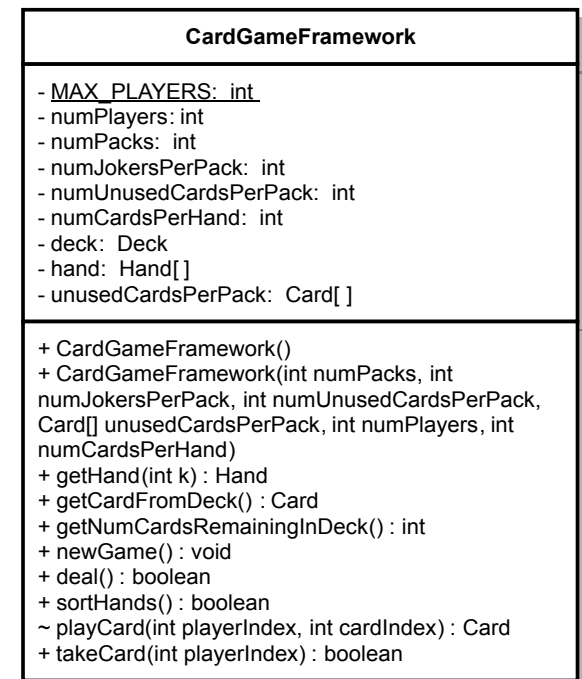
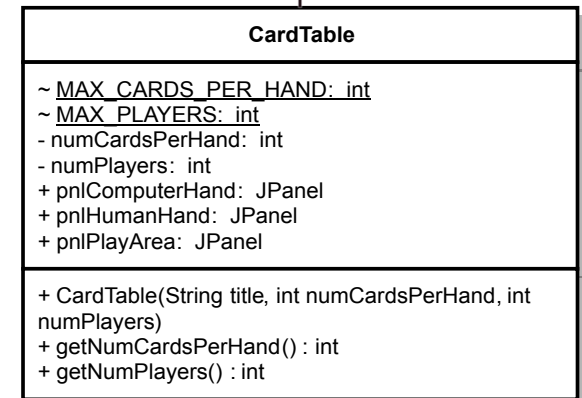
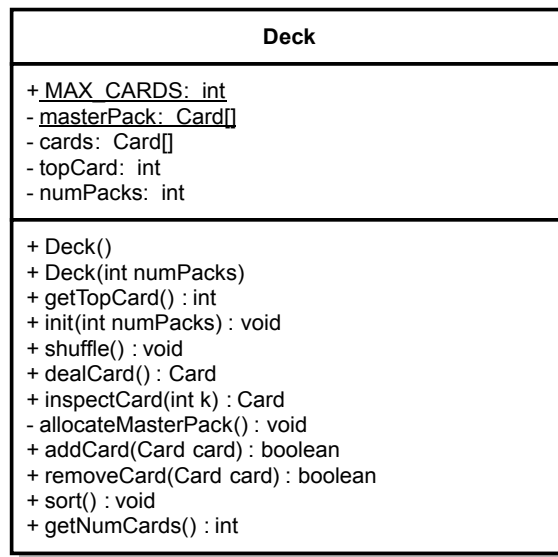
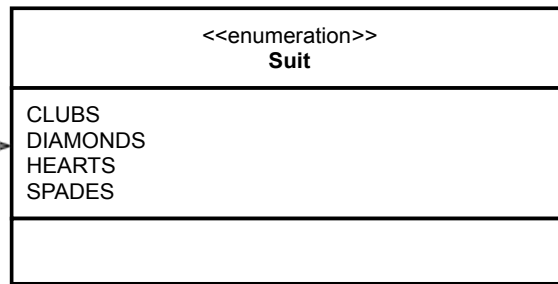
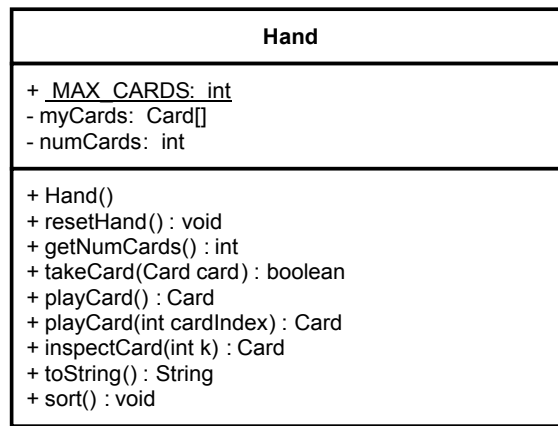
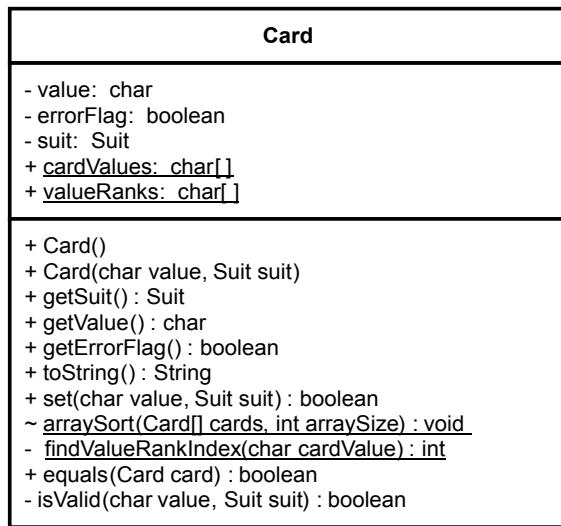
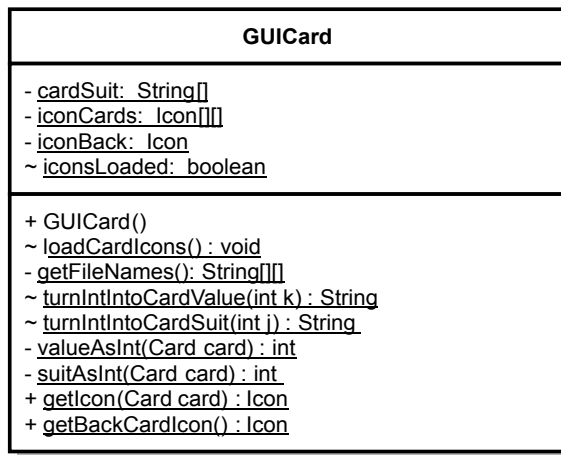
~ package private

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## Assignment 6: Phase 2





## Assignment 6: Phase 3

