UML Diagrams

MyLong

+value:long

MyLong(value: long) getLong(): long isEven(): boolean isOdd(): boolean isPrime(): boolean

isEven(value: long): boolean
isOdd(value: long): boolean
isPrime(value: long): boolean
isEven(value: MyLong): boolean
isOdd(value: MyLong): boolean
isPrime(value: MyLong): boolean
equals(value: long): boolean
equals(value: MyLong): boolean
equals(value: MyLong): boolean
parseLong(charArray: char[]): long
parseLong(str: String): long

Card

-suit: int -rank: int

Card(rank: int, suit: int)

+getSuit(): int +getRank(): int

+rankToString(rank: int): String +SuitToString(suit: int): String

+cardName(): String

Deck

-cards: Card[] +DECK_SIZE: int

Deck()
+getCard(i: int): Card
+deckToString(): String
+shuffle()