Simple Hearts Game – Class Diagram

[C] PlayingCard
- _playingCardSuit : String
- _playingCardRank : String

- getPlayingCardSuit() : String
- getPlayingCardRank() : String
- toString() : String

[C] Deck
- _playingCards : List<PlayingCard>

- getPlayingCards() : List<PlayingCard>
- shuffle() : void

[I] CardsDealer

- showDeck() : void
- dealCard() : PlayingCard
- dealToPlayers() : void
- decideWinner() : void

[A] Human
- _firstName : String
- _lastName : String
- _age : int

- getFirstName() : String
- getLastName() : String
- getAge() : int
- toString() : String
- introduceSelf() : void

[I] CardsPlayer

- showHand() : void

[C] Hand
- _playingCards : List<PlayingCard>

- getPlayingCards() : List<PlayingCard>
- addPlayingCard() : void
- handSize() : int

[C] HeartsDealer
- deck : Deck

- shuffleDeck() : void
- decideRoundWinner() : void
- introduceSelf() : void
- showDeck() : void
- dealCard() : PlayingCard
- dealToPlayers() : void
- decideWinner() : void

[C] HeartsPlayer
- _userName : String
- _hand : Hand
- points : int

- getUsername() : String
- getHand() : Hand
- countHeartsLastRound() : int
- countHearts() : int
- introduceSelf() : void
- showHand() : void