**Classes**

List

Queue

Stack

Card

Meld

Player

ComputerPlayer

Rummy

Client

**UML Diagrams**

class-diagram.png

**Summary**

Rummy is the main class that will control the game. At the start of a game you will run printInstructions(), and then printTurn() is run in a loop until the end of the game. printTurn() will call all the other methods for the different parts of a turn sequentially. The Rummy class will contain instances of the Player and ComputerPlayer classes. The Player class contains a hand field to keep track of the player’s hand using a list of Card objects. Card is simply a class to make storing and printing playing cards easier. The Player class also has methods for all the actions a player can take. The toString() method will be used to print out the player’s hand. ComputerPlayer extends Player and has two additional methods which calculate the best choice for the computer. The Player and ComputerPlayer methods will be called from the Rummy class.