

class AbstractGame		
Properties / Methods	Description	Assignment
dataSource		
points = 0	The game's points	
init(dataSource)	Initialize the game with its dataSource.	
increasePoints()	Increase the number of points.	

class AbstractButton(buttonDiv)		
Properties / Methods	Description	Assignment
buttonDiv		
isDisable = false		
disable(bool = true)	Disable or not the button.	

class PairGame		
Properties / Methods	Description	Assignment
lines = [] cards = [] allCouples = [] firstCard secondCard locked = false		
get remainingCouples override init(dataSource) initLines(dataSource) initCards(dataSource) cardClickHandler(card) checkCouple() flipCards() isCardsMatch()	Return the remaining card couples. Init the pair game lines. Init the pair game cards. Handler when a card is clicked. Check the cards when 2 cards are clicked. Flip all the cards. Check if the 2 clicked cards match.	Hubert Louis Macabee Boisdur Malac Kali Kali

class Card(buttonDiv)		
Properties / Methods	Description	Assignment
get letter get face get back	return the letter's card. return the face's div card. return the back's div card.	
activate(flag) rotate()	Activate of not the card with the flip. Rotate the card.	Nejin Joséphine

class Line(dataSource)