

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 <i>override</i> init(dataSource)	Return the remaining card couples.	Hubert
initLines(dataSource)	Init the pair game lines.	Louis
initCards(dataSource)	Init the pair game cards.	Macabee
cardClickHandler(card)	Handler when a card is clicked.	Boisdur
checkCouple()	Check the cards when 2 cards are clicked.	Malac
flipCards()	Flip all the cards.	Armede
isCardsMatch()	Check if the 2 clicked cards match.	Kali

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

class Line(dataSource)