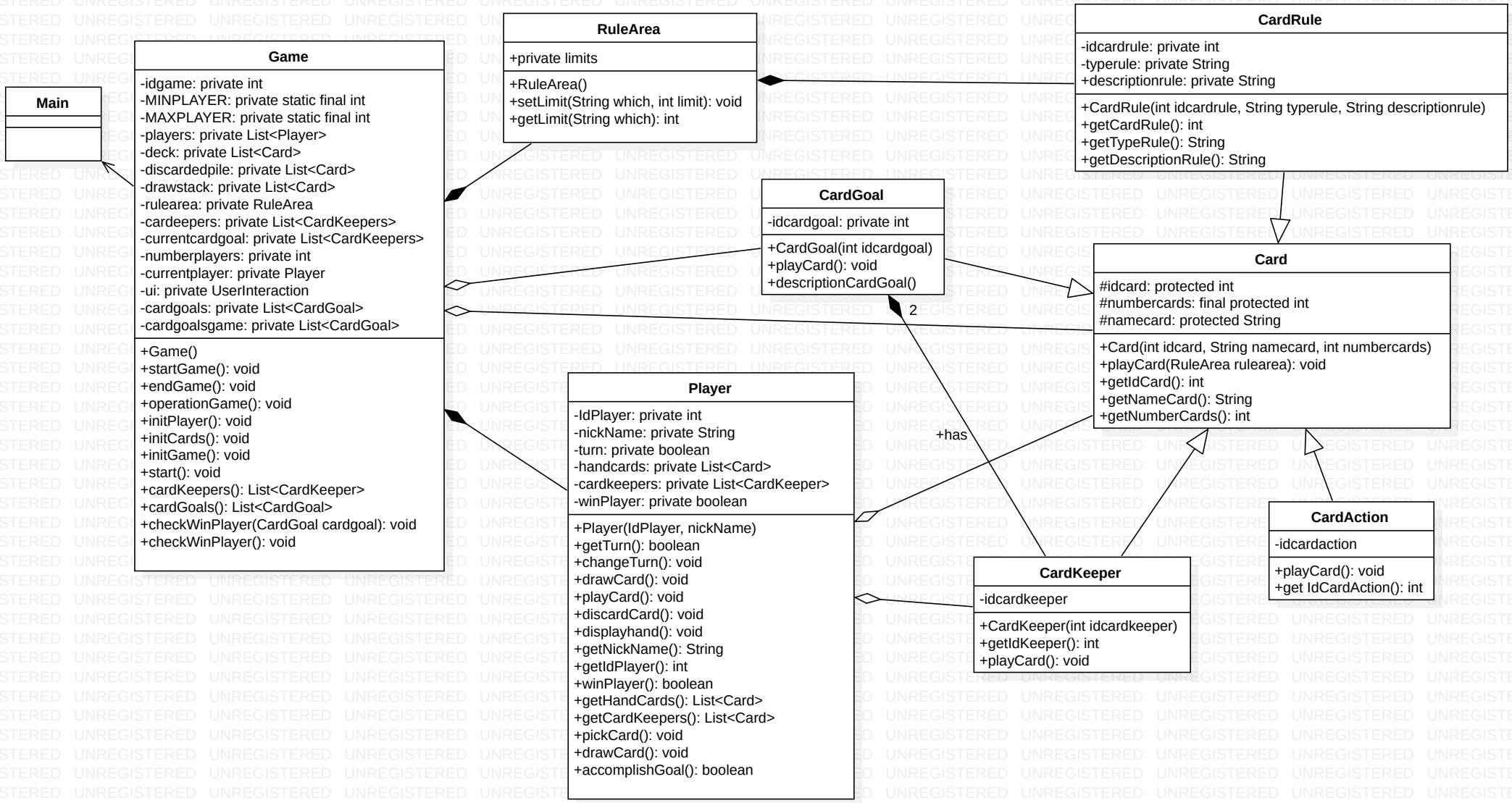
Model::Main


Main
Game
-idgame: private int
-MINPLAYER: private static final int
-MAXPLAYER: private static final int
-players: private List<Player>
-deck: private List<Card>
-discardedpile: private List<Card>
-drawstack: private List<Card>
-rulearea: private RuleArea
-cardeepers: private List<CardKeepers>
-currentcardgoal: private List<CardKeepers>
-numberplayers: private int
-currentplayer: private Player
-ui: private UserInteraction
-cardgoals: private List<CardGoal>
-cardgoalsgame: private List<CardGoal>
+Game()
+startGame(): void
+endGame(): void
+operationGame(): void
+initPlayer(): void
+initCards(): void
+initGame(): void
+start(): void
+cardKeepers(): List<CardKeeper>
+cardGoals(): List<CardGoal>
+checkWinPlayer(CardGoal cardgoal): void
+checkWinPlayer(): void
RuleArea
+private limits
+RuleArea()
+setLimit(String which, int limit): void
+getLimit(String which): int
CardRule
-idcardrule: private int
-typerule: private String
+descriptionrule: private String
+CardRule(int idcardrule, String typerule, String descriptionrule)
+getCardRule(): int
+getTypeRule(): String
+getDescriptionRule(): String
CardGoal
-idcardgoal: private int
+CardGoal(int idcardgoal)
+playCard(): void
+descriptionCardGoal()
Card
#idcard: protected int
#numbercards: final protected int
#namecard: protected String
+Card(int idcard, String namecard, int numbercards)
+playCard(RuleArea rulearea): void
+getIdCard(): int
+getNameCard(): String
+getNumberCards(): int
2
+has
Player
-IdPlayer: private int
-nickName: private String
-turn: private boolean
-handcards: private List<Card>
-cardkeepers: private List<CardKeeper>
-winPlayer: private boolean
+Player(IdPlayer, nickName)
+getTurn(): boolean
+changeTurn(): void
+drawCard(): void
+playCard(): void
+discardCard(): void
+displayhand(): void
+getNickName(): String
+getIdPlayer(): int
+winPlayer(): boolean
+getHandCards(): List<Card>
+getCardKeepers(): List<Card>
+pickCard(): void
+drawCard(): void
+accomplishGoal(): boolean
CardKeeper
-idcardkeeper
+CardKeeper(int idcardkeeper)
+getIdKeeper(): int
+playCard(): void
CardAction
-idcardaction
+playCard(): void
+get IdCardAction(): int