

```
classDiagram
    class PoliticCardDeck {
        +generateRandomPoliticCard() PoliticCard
        +distributePoliticCards() ArrayList<PoliticCard>
    }
    class Council {
        -councilors: Queue<Councilor>
        -COUNCILORS_PER_COUNCIL: int
        +removeCouncilor(): void
        +addCouncilor(): void
        +getCouncilors(): Queue<Councilor>
        +addCouncilor(color: String): void
    }
    class PoliticCard
    PoliticCardDeck "1" --> PoliticCard
```

