Deck Instance Variables: (-) Stack<Card> deck (-) Stack<Card> usedDeck

- (-) int dupliZero
- (-) int dupliNonZero

Methods:

- (+) Deck()
- (+) void fillDeck()
- (+) void shuffle()
- (+) Card draw()
- (+) void useCard()
- (+) Card peekTop()
- (+) void remix()
- (+) boolean isEmpty()

Card

Instance Variables:

- (-) String color
- (-) String value
- (-) final String[] allValues
- (-) final String[] allColors

Methods:

- (+) Card(int, String)
- (+) void setValue(int)
- (+) void setColor(int)
- (+) String getValue()
- (+) String getColor()
- (+) boolean isValid(Deck)
- (+) String toString()

Deck will contain Card objects within Stacks

initialized

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FP: UML Diagrams

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Participant

Instance Variables:

(#) ArrayList<Card> hand

Methods:

- (+) Participant()
- (+) void draw(Card)
- (+) int size()

Bot

Instance Variables: N/A

Methods:

- (+) Bot()
- (+) void select(Deck curr)
- (+) String toString()

Player

Instance Variables: N/A

Methods:

- (+) Player()
- (+) boolean select(Deck curr)
- (+) String toString()

Bot and Player classes extend Participant. They are two different types of Participants in our game.