Card

-rank_ : Rank
-suit_ : Suit

+Card()
+getRank() : Rank
+getSuit() : Suit

52

*

13

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Player

-cDiscarded_ : vector<Card>
-cHand_ : vector<Card>
-iPlayerId_ : int
-iScore : int

+Player()
+~Player()
+play() : bool
+discard() : bool
+cHand() : vector<Card>
+iPlayerId() : int
#checkInHand() : bool
#getcHand() : vector<Card>
#removeFromHand() : void

<<friend>>

pass play/discard to referee

1

Referee

-cardPlayed : int

+Referee()
-placeCardHelp() : void
+checkGameEnd() : bool
+checkRoundEnd() : bool
+clearTable() : void
+dealing() : int
+discardCard() : void
+checkValidPlay() : bool
+rageQuit() : Player
+getLegalPlays() : vector<Card>

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HumanPlayer

+HumanPlayer()
+play() : bool
+discard() : bool

CompPlayer

+CompPlayer()
+play() : bool
+discard() : bool

puts card on table

Deck

-cCards : vector<Card>

+Deck()
+cCards_() : vector<Card>

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main

+invitePlayer() : Player*
+sortPlayerList() : vector<Player*>
+printCardList() : void
+pirntTableStatus() : void
+printPlayerStatus() : vector<Card>
+printDeck() : void
+humanPlayerGamePlay() : void
+gamePlay() : void

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Table

-Deck_ : Deck
-cSpades_ : vector<Card>
-cHearts_ : vector<Card>
-cClubs_ : vector<Card>
-cDiamonds_ : vector<Card>

+Table()
+getDeck() : Deck
+cSpades() : vector<Card>
+cHearts() : vector<Card>
+cClubs() : vector<Card>
+cDiamonds() : vector<Card>

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We use main for printing information
and control game flows.
Included helper functions in main
which helps the game porcess

<<enumeration>>
Rank

+ACE = 1
+TWO = 2
+THREE = 3
+FOUR = 4
+FIVE = 5
+SIX = 6
+SEVEN = 7
+EIGHT = 8
+NINE = 9
+TEN = 10
+JACK = 11
+QUEEN = 12
+KING = 13

<<enumeration>>
Suit

+CLUB
+DIAMOND
+HEART
+SPADE
+SUIT_COUNT

<<enumeration>>
Type

+PLAY
+DISCARD
+DECK
+QUIT
+RAGEQUIT
+BAD_COMMAND