Card

int s
int v
int x
int y
int face
Image im
Image back

int getFace()
void flipCard()
boolean inArea()
void setLocation(int x, int y)
Image getImage()
int getValue()
int getSuit()
Image getBack()
int getX()
int getY()

Deck

Stack<Card> deck
Image javaImage
imageBack
int width
int height
int x
int y

void resetDeck()
void shuffle()
Card popCard
void addCardToPile(Card c)
int getSize()

TablePile

Stack <Card> pile
Stack <Card> parse
int xLoc
int yLoc

int inStack(int x, int y)
Stack getSubStack(int i)
Card showCard(int i)
Card popCard()
void addStackToPIle(Stack <Card> cards)
void addCardToPile (Card newCard)
boolean canAdd(Card c)
void topCardFaceUp()
int getSize()

DiscardPile

Stack <Card> pile
int xLoc
int yLoc

void addCardToPile(Card c)
Card popCard()
Card showCard()
int getSize()
int getX()
int getY()

SuitPile

Stack <Card> pile
Card card
int suit
int xLoc
int yLoc

boolean canAdd(Card c)
boolean completed()
void addCardToPile(Card c)
Card showCard()
int getSize()
int getX()
int getY()

Solitaire UML

Solitaire

Deck deck
DiscardPile discard
SuitPile spade
SuitPile heart
SuitPile club
SuitPile dimond
TablePile pile1
TablePile pile2
TablePile pile3
TablePile pile4
TablePile pile5
TablePile pile6
TablePile pile7
int enabled

void newGame()
void returnCardsFromGraphics()
TablePIle addToTable(TablePile table, int i)
SuitPile addToSuitPile(SuitPile suit, Card c, int i)
void traverseDeck()
void giveDiscard()

(anonymous class)

(anonymous class)

Mouse Adapter

Mouse Motion
Adapter

«interface»
**Mouse Motion
Listener**

«interface»
Mouse Listener

JFrame

JMenuBar

JPanel
master

JPanel
homePage

JPanel
big

JPanel
winPage

JMenu
menu

JMenu
help

JLabel
title

JButton
start

WriteGraphics

JLabel
win

JButton
newGame

JMenu
description

⊟ **WriteGraphics**
int width
int height
int status
Image backImg
int xLoc
int yLoc
Card card
Deck deck
DiscardPile discard
SuitPile spade
SuitPile heart
SuitPile club
SuitPile dimond
TablePile pile1
TablePile pile2
TablePile pile3
TablePile pile4
TablePile pile5
TablePile pile6
TablePile pile7
int wins
int losses
void changeStatus()
Deck returnDeck()
void setDiscard (DiscardPile d)
DiscardPile returnDiscard()
void setSuit(int i, SuitPile s)
SuitPile returnSuit(int i)
void setTable(int i, TablePile t)
TablePile returnTable(int i)
void addWin()
void addLoss()
void paint(Graphics g)
void update(Graphics g)