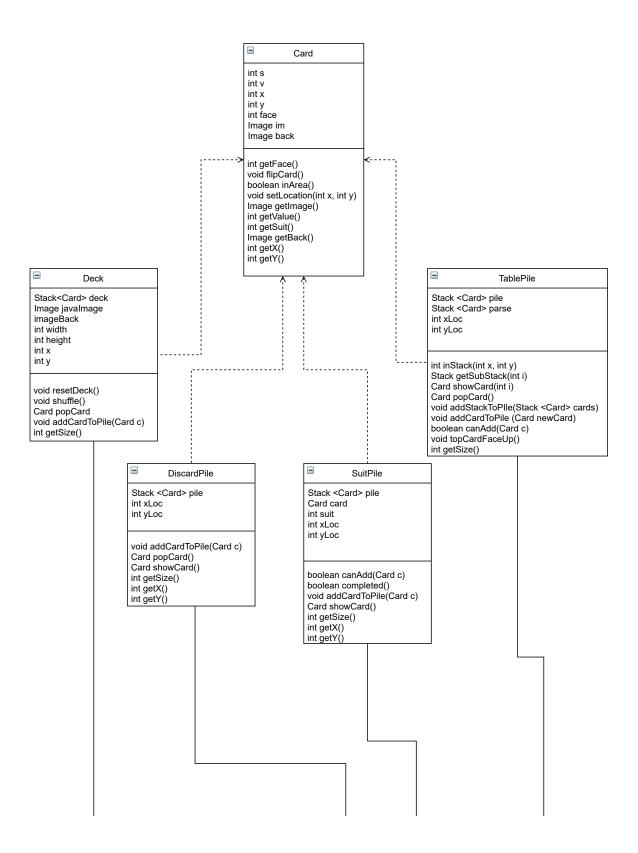
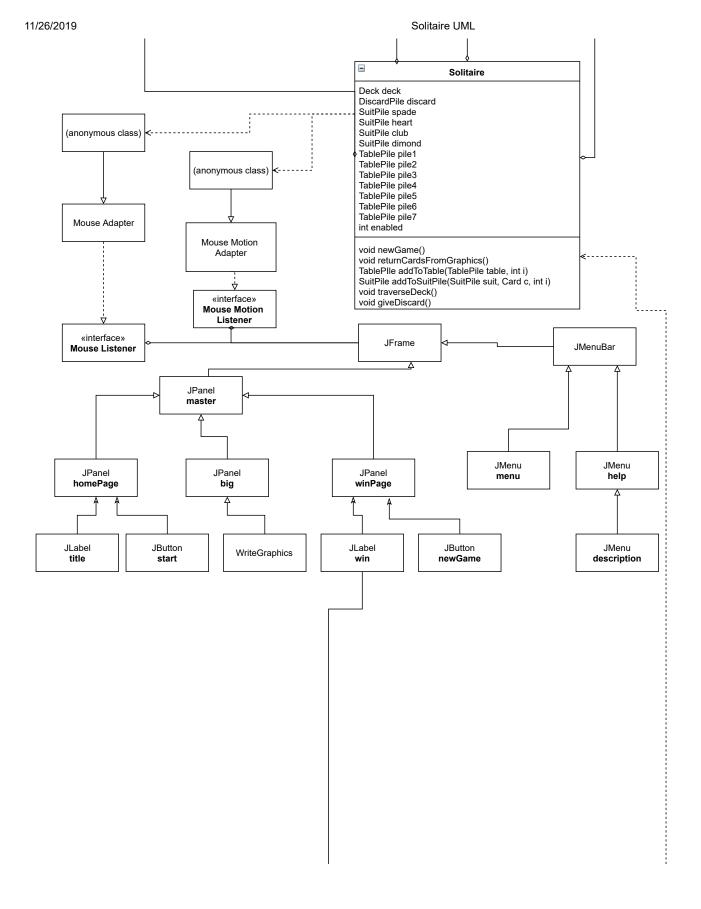
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	Solitalie Olvic
	_
■ WriteGraphics	
int width int height int status Image backImg int xLoc int yLoc Card card Deck deck DiscardPile discard SuitPile spade SuitPile heart SuitPile club SuitPile dimond TablePile pile1 TablePile pile2 TablePile pile4 TablePile pile5 TablePile pile5 TablePile pile6	
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 addUss() void addLoss() void paint(Graphics g) void update(Graphics g)	