Card

SUITS : list
RANK : list

str()

40

2

1

1

Deck

_cards : list of Card

shuffle() : void
deal_card() : Card
deal_hand() : Hand

1

4

Hand

_cards_in_hand : list
deck : Deck
h1rank : list
h2rank : list
h3rank : list
h4rank : list
h1suit : list
h2suit : list
h3suit : list
h4suit : list

add_card(card_to_add)