UML Diagram – Tyler Taormina CS302

**Deck**

CLL

Int total\_cards

Deck()

~Deck()

Display()

void Reset\_deck()

void Card\_count()

void deal\_hand()

**Player**

Int points

Card [] hand

Player()

~Player()

Display()

Void add\_points(int)

Void display\_points(int)

Bool is\_winner()

Void reset\_points()

**Name**

String name

Name()

~Name()

Void Display()

Void set\_name(string)

**Dice**

Int num

Dice()

~Dice()

Void Display()

**Pawn**

Int position

Pawn()

~Pawn()

Void Display\_position()

Void change\_position(int)

Bool Is\_position(int)

**Card**

Char\* suit

Char\* value

Card()

~Card()

Display()

Int Point\_conversion()

**Piece**

Not sure what can usefully be abstracted from the other classes into this one. Will keep considering.