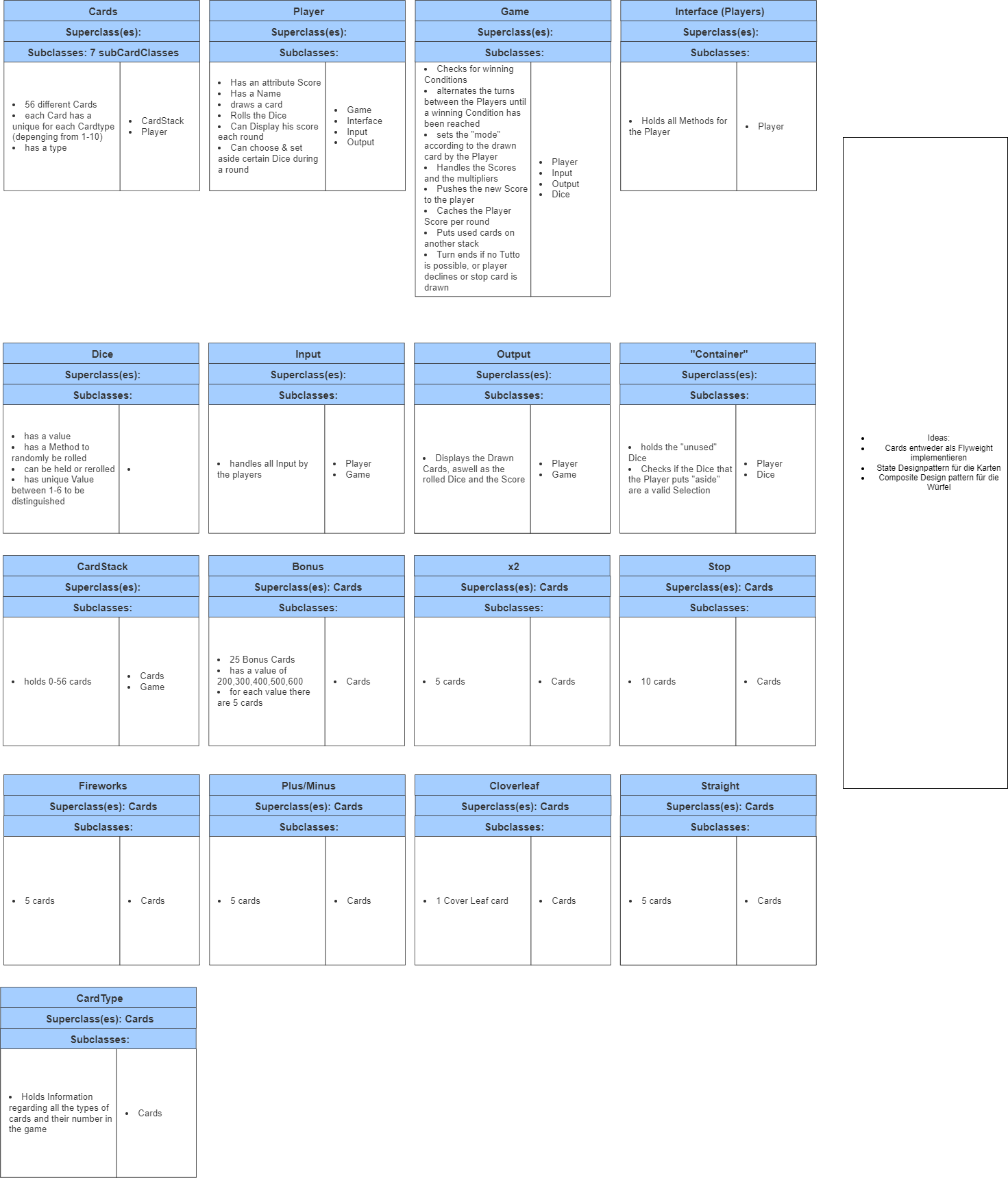
**Exercise 1**

1.



2.

The main Classes are Cards, Player, Game and Dice. The cards and Dice represent the Foundation for the Cardgame and create the unique objects of said Class. The Class Game handles the turns and interacts with all the objects of the aforementioned Classes. The game request from the Player the required inputs, such as which dice to set aside, or to end the turn. The Class Player draws the cards and rolls the dice. Therefore, we consider these Classes the main Classes for the tutto Game.