

Card
<ul style="list-style-type: none"> - String _color - String _symbol + Card() + Card(String,String) + String getColor() + String getSymbol() + Boolean match(Card) + Void setColor() + String toString()

ClassicUno
<ul style="list-style-type: none"> + Static LinkedList<Card> _deck - LinkedList<Player> _players + Stack<Card> _discard + Stack<Player> _winners + Void newGame() + Void populateDeck() + Int chooseVersion() + Void printRules() + String playerName() + Int numPlayers() + Void deal() + Void setDiscard() + Card printDiscard() + Boolean match(Card) + Int options(int) + Int passOrPlay(int) + Int pickCard(int) + Int startingTurns(Player,int) + Void toDoDraw(Player) + Void printSetUp(Player) + Void oneCard(Player) + Void takeTurns() + Boolean skipTurn(Card) + Boolean addTwoCheck(Card) + Boolean reverseCheck(Card) + Boolean addFourCheck(Card)

Player

- Boolean _won
- ArrayList<Card> _hand
 - String _name
 - Boolean isAI
- + player()
- + Player(String)
- + String getName()
- + ArrayList<Card> getHand()
- + Int getHandSize()
- + Void setHand(Card)
- + Void setName(String)
- + ArrayList<Card> drawCard()
- + Void decideWinner()
- + String toString()
- + Void move(Player)