

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

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

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+ Int chooseUno()
+ Void oneCard(int)
+ Boolean noCards(int)
+ Void afterDrawing (Player,int,int)
+ Boolean firstDiscard(int)
+ Void takeTurns()
+ Void drawTwo(int)
+ Void drawFour(int)
+ Boolean wrongMove(Player,int)
+ Boolean skipTurn(Card)
+ Boolean addTwoCheck(Card)
+ Boolean reverseCheck(Card)
+ Boolean addFourCheck(Card)
+ Boolean wildCheck(Card)

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Player

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- ArrayList<Card> _hand
- String _name
- Int times
- Boolean Uno
- Boolean _isAI

+ Player()
+ Player(String)
+ String getName()
+ ArrayList<Card> getHand()
+ Int getHandSize()
+ Int getTimes()
+ Boolean getUno()
+ Card getCard(int)
+ Boolean getAI()
+ Void setHand(Card)
+ Void setName(String)
+ Void setTimes(int)
+ Void setUno(boolean)
+ Card removeCard(int)
+ ArrayList<Card> drawCard()
+ Void decideWinner()
+ String toString()
+ Int turn(Card)
+ Card play(index)

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AIUno	
	<ul style="list-style-type: none"> + Static LinkedList<Card> _deck - LinkedList<Player> _players + Stack<Card> _discard
	<ul style="list-style-type: none"> + AIUno()
+ AIUno(LinkedList<Card>,LinkedList<Player>,Stack<Card>)	<ul style="list-style-type: none"> + Void setDiscard() + Void deal() + Boolean continueGame() + Void play()
	<ul style="list-style-type: none"> + Int chooseCard(Player,Card) + Void drawCard(Player)