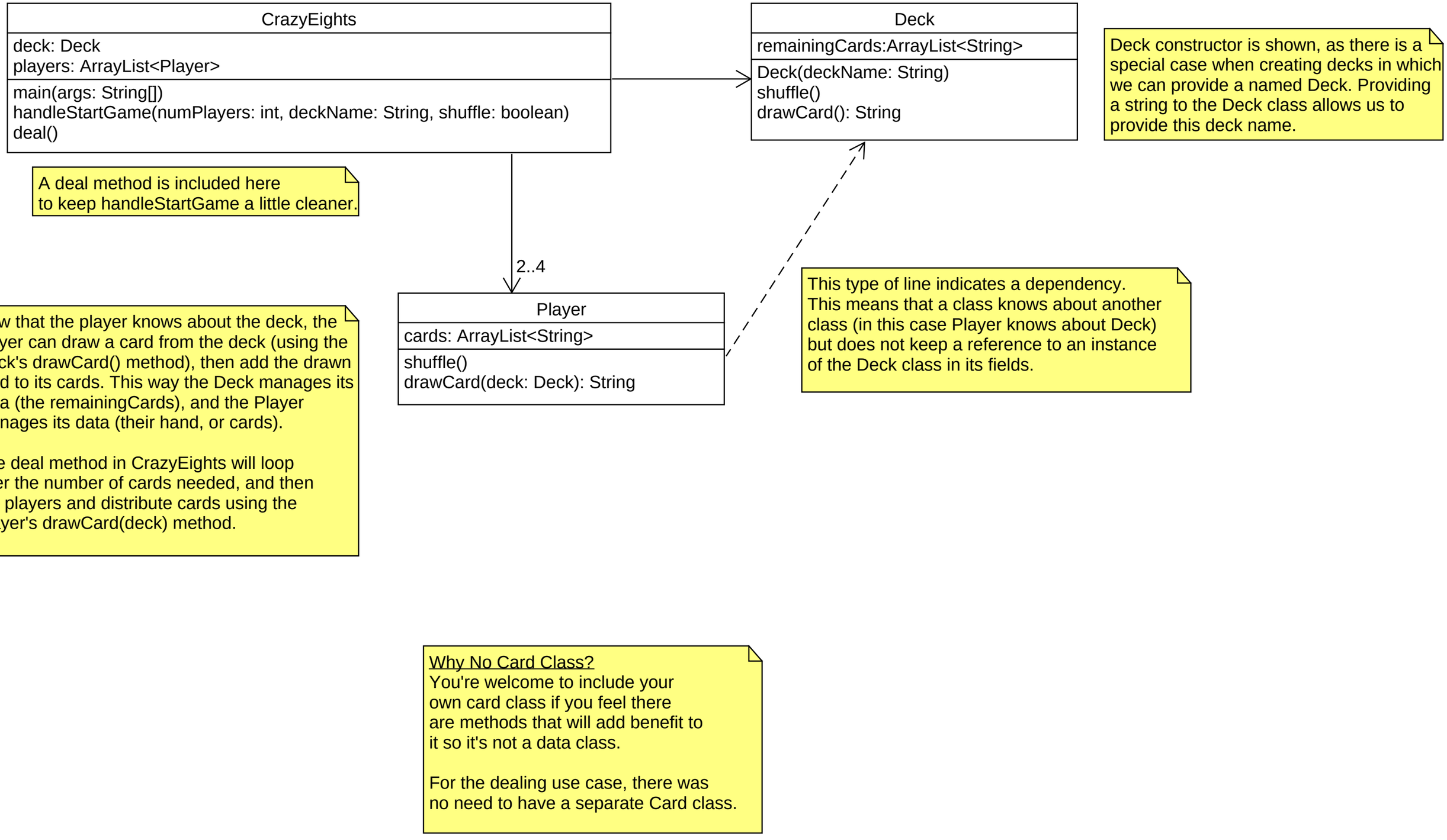
CrazyEights
deck: Deck
players: ArrayList<Player>
main(args: String[])
handleStartGame(numPlayers: int, deckName: String, shuffle: boolean)
deal()
Deck
remainingCards:ArrayList<String>
Deck(deckName: String)
shuffle()
drawCard(): String
Deck constructor is shown, as there is a special case when creating decks in which we can provide a named Deck. Providing a string to the Deck class allows us to provide this deck name.
A deal method is included here to keep handleStartGame a little cleaner.
2..4
Player
cards: ArrayList<String>
shuffle()
drawCard(deck: Deck): String
This type of line indicates a dependency. This means that a class knows about another class (in this case Player knows about Deck) but does not keep a reference to an instance of the Deck class in its fields.
Now that the player knows about the deck, the player can draw a card from the deck (using the Deck's drawCard() method), then add the drawn card to its cards. This way the Deck manages its data (the remainingCards), and the Player manages its data (their hand, or cards).
The deal method in CrazyEights will loop over the number of cards needed, and then the players and distribute cards using the Player's drawCard(deck) method.
Why No Card Class?
You're welcome to include your own card class if you feel there are methods that will add benefit to it so it's not a data class.
For the dealing use case, there was no need to have a separate Card class.