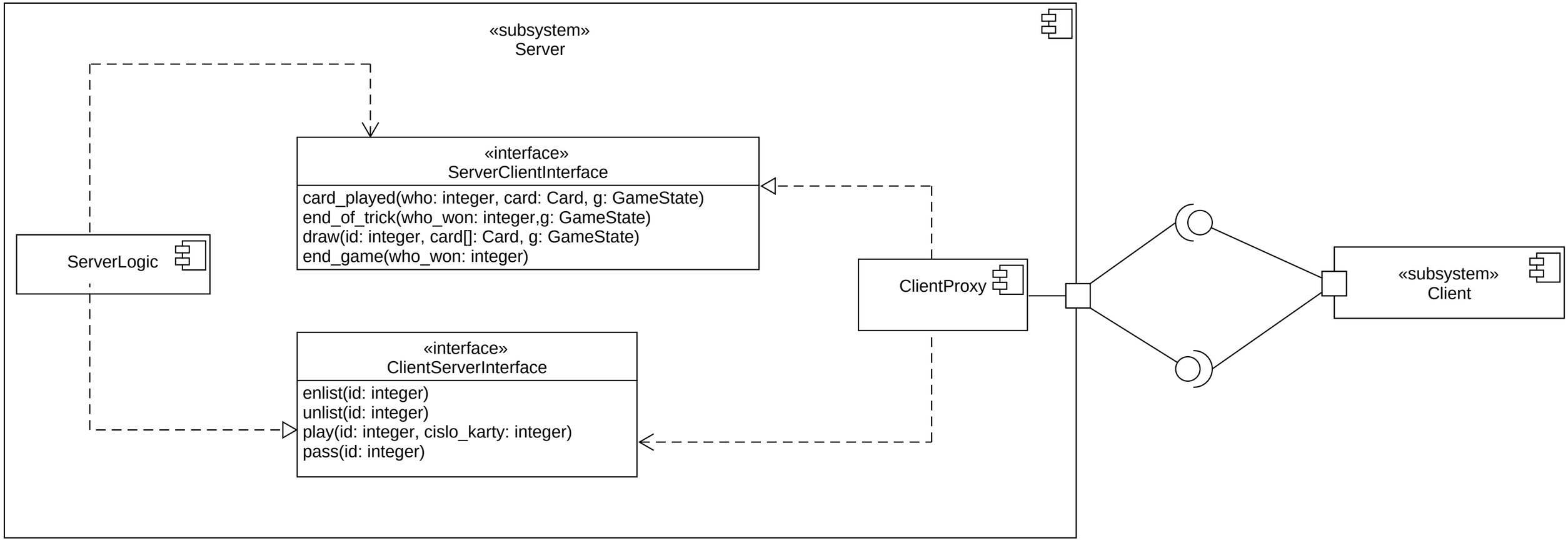
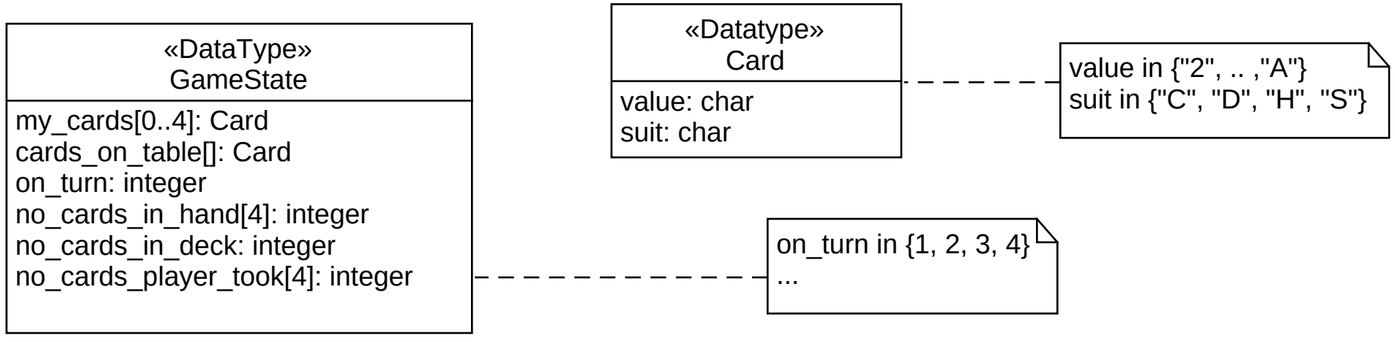

«subsystem»
Server
«interface»
ServerClientInterface
card_played(who: integer, card: Card, g: GameState)
end_of_trick(who_won: integer,g: GameState)
draw(id: integer, card[]: Card, g: GameState)
end_game(who_won: integer)
ServerLogic
ClientProxy
«subsystem»
Client
«interface»
ClientServerInterface
enlist(id: integer)
unlist(id: integer)
play(id: integer, cislo_karty: integer)
pass(id: integer)


«DataType»
GameState
my_cards[0..4]: Card
cards_on_table[]: Card
on_turn: integer
no_cards_in_hand[4]: integer
no_cards_in_deck: integer
no_cards_player_took[4]: integer
«Datatype»
Card
value: char
suit: char
value in {"2", .. ,"A"}
suit in {"C", "D", "H", "S"}
on_turn in {1, 2, 3, 4}
...