Design an interface for two classes. First a class that represents a single playing card, and then a class that represents a deck of playing cards.

**PlayingCard**

Attributes: 
Actions/Behaviors: 

UML:
Deck of Cards

Attributes:  

Actions/Behaviors:

UML:
EXAMPLE:

Step 1 – Identify the attributes and behaviors.

Die

Attributes:
- Specific number of sides
- Colors (surface and pips)
- Material
- Current value

Actions/Behaviors:
- Count the sides
- Pick it up
- Roll it
- Read the value on top

Step 2 – Determine the interface. (Eliminate the irrelevant things)

Die

Attributes:
- Specific number of sides
- Colors (surface and pips) Not relevant
- Material Not relevant
- Current value

Actions/Behaviors:
- Count the sides
- Pick it up Not relevant
- Roll it
- Read the value on top

Step 3 – Document with UML

```
Die
- numberOfSides: int
  - currentValue: int
+ getNumberOfSides(): int
+ roll(): int
+ getCurrentValue(): int
```