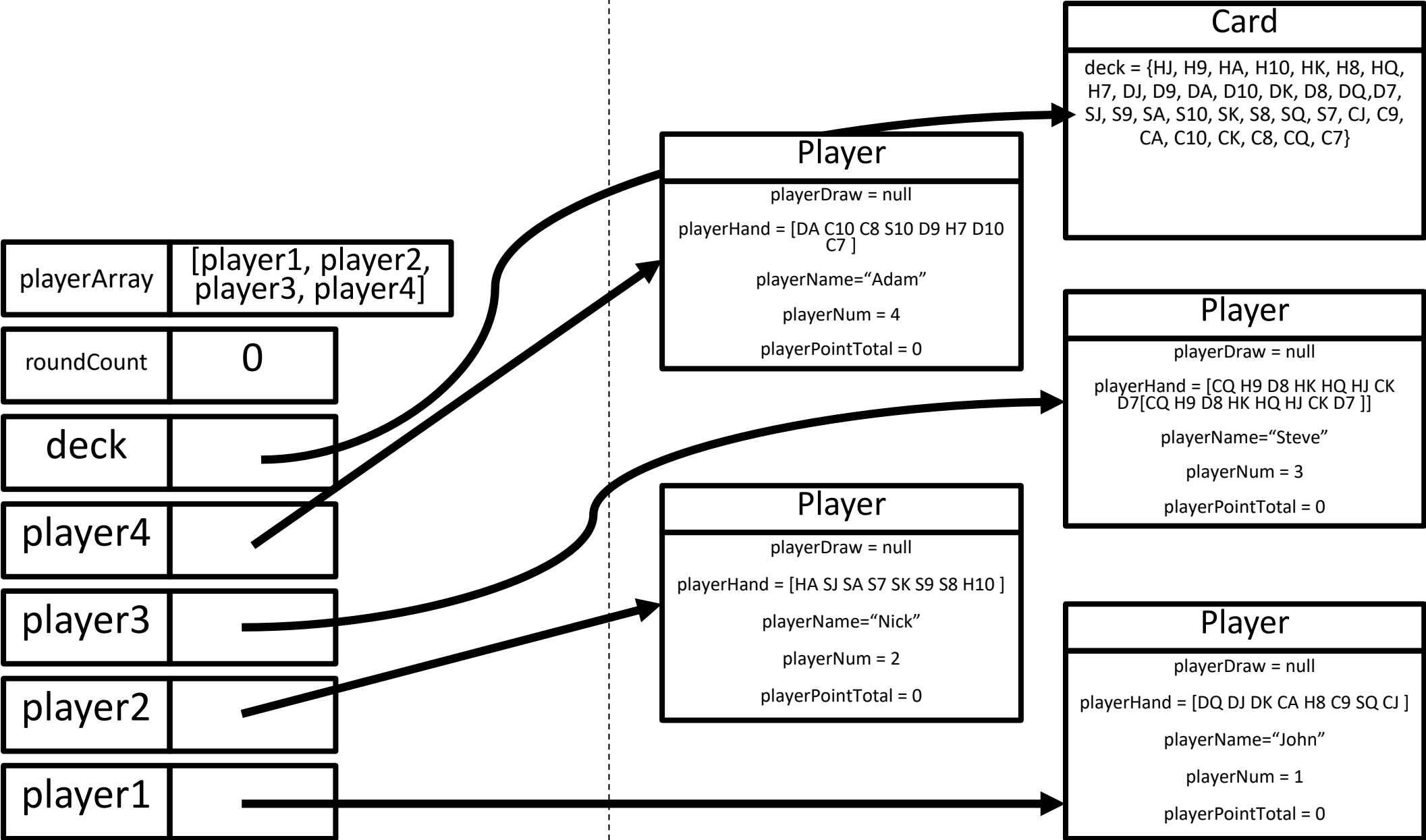


Stack

Beginning
State

Heap



Stack

Mid State

Heap

roundCount	4
roundCount	3
roundCount	2
roundCount	1

playerArray	[player1, player2, player3, player4]
-------------	--------------------------------------

roundCount	0
------------	---

deck	
------	--

player4	
---------	--

player3	
---------	--

player2	
---------	--

player1	
---------	--

Player

playerDraw = null

playerHand = [E E C8 E E H7 D10 C7]

playerName="Adam"

playerNum = 4

playerPointTotal = 4

Player

playerDraw = null

playerHand = [HA E SA E E S9 E H10]

playerName="Nick"

playerNum = 2

playerPointTotal = 4

Card

deck = {HJ, H9, HA, H10, HK, H8, HQ, H7, DJ, D9, DA, D10, DK, D8, DQ, D7, SJ, S9, SA, S10, SK, S8, SQ, S7, CJ, C9, CA, C10, CK, C8, CQ, C7}

Player

playerDraw = null

playerHand = [E H9 E E HQ HJ CK E]

playerName="Steve"

playerNum = 3

playerPointTotal = 10

Player

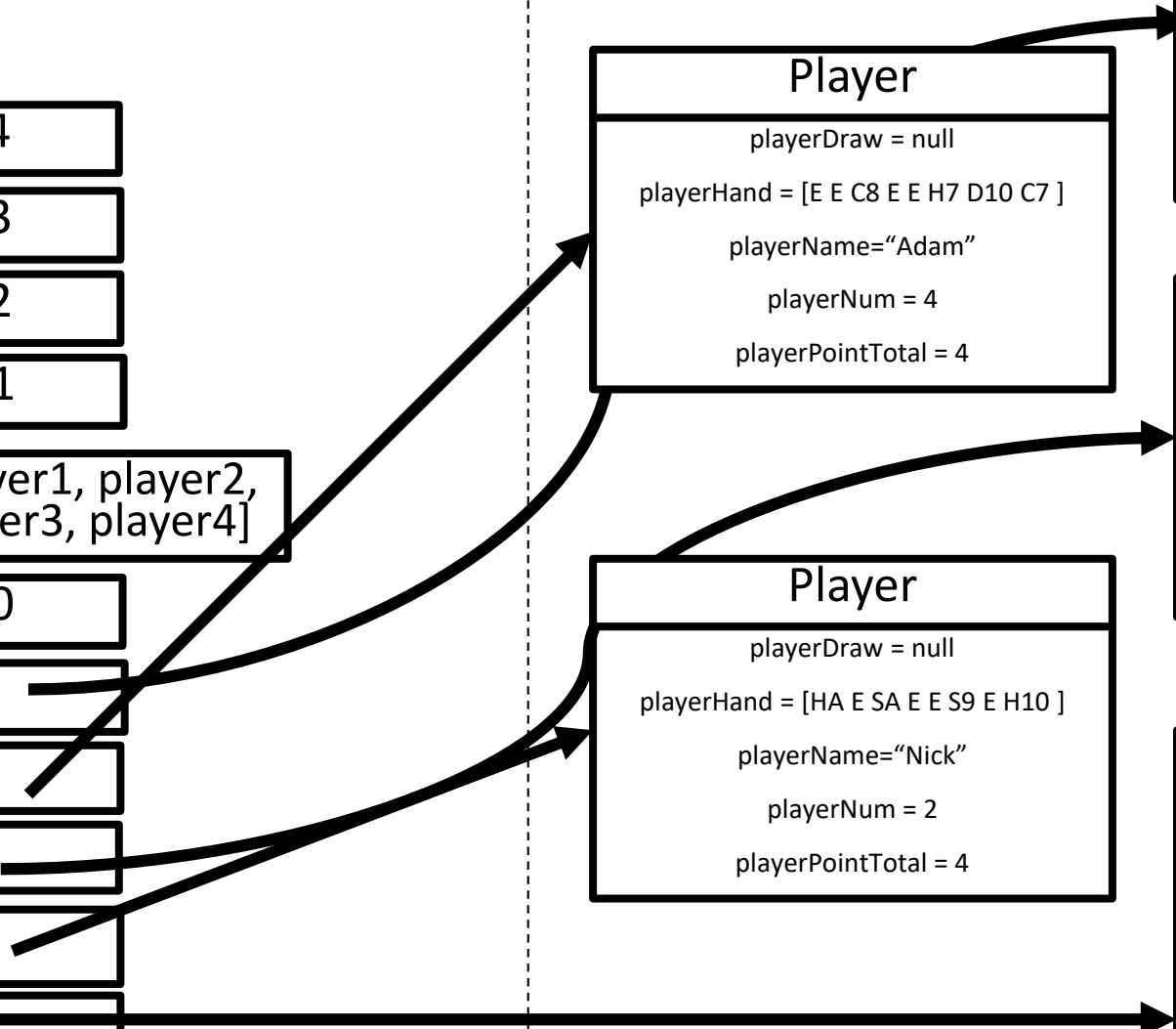
playerDraw = null

playerHand = [E E DK CA H8 C9 E E]

playerName="John"

playerNum = 1

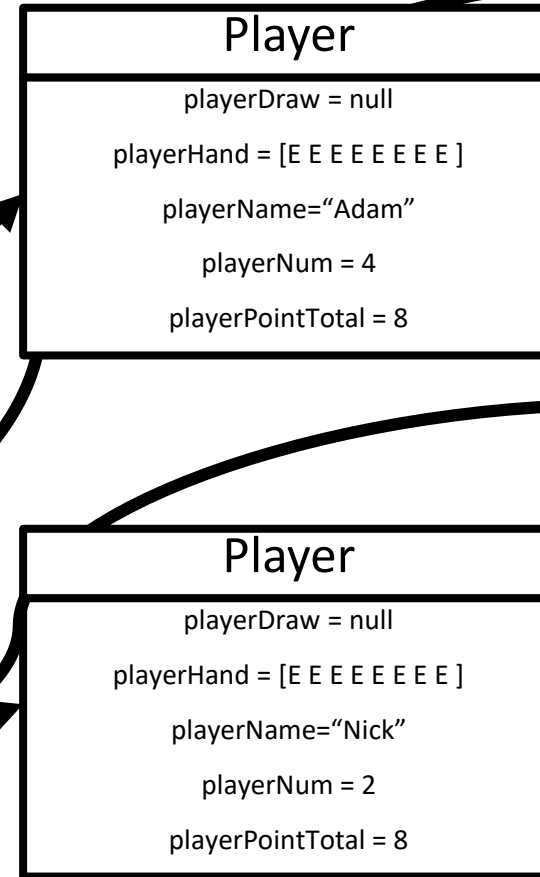
playerPointTotal = 10



Stack

roundCount	8
roundCount	7
roundCount	6
roundCount	5
roundCount	4
roundCount	3
roundCount	2
roundCount	1
playerArray	[player1, player2, player3, player4]
roundCount	0
deck	
player4	
player3	
player2	
player1	

End State



Heap

