Problem: You are to develop a design for the game of FreeCell. See www.freecell.org if you are unfamiliar with this game. Remember it is desirable to produce a flexible design so that at least some parts can be used for other types of games.

Deliverables: Turn in a complete set of CRC cards for this game. You should also turn in one or more class diagrams showing the general relationships of your classes. The diagram(s) should be about the level of complexity of diagram on page 72.

Due: Turn in hard copy March 30. If you prefer to turn in a soft copy you may turn in files in crc.tar as assignment 425.4.