Object classes

Class name: Card	
Description: Represents a card with number value and suit	
Responsibility	**Collaborators**
- Generate new card - Compare itself to other cards	Deck Hand Hand sub-classes (High Card, Pair,...) CardUtility CardState Suit

Class name: Player	
Description: Represents the player in the game	
Responsibility	**Collaborators**
- Generate best hand - Bet money to the Pot - Flip cards	Hand Card Game CardUtility PlayerState

Class name: Pot	
Description: Represents the pot	
Responsibility	**Collaborators**
- get players' cash	Player Game

Class name: Game	
Description: Control and operate the game	
Responsibility	**Collaborators**
+ Create new game + Deal cards to the table and the players + Check each players bet + Find players who have the winning hands + Show cards on Flop, Turn, River, Showdown + Calculate pot money and give to winning players	Player Card Deck Poker Controller Pot GameState

Class name: Hand	
Description: Represents the Hand	
Responsibility	**Collaborators**
- Represents the Hand that player has - Compare itself to other hands	Player Game CardUtility Hand

Class name: Client	
Description: Control the MainView	
Responsibility	**Collaborators**
- Get the information about users' action. - Send the information to the server	PokerMain Main View

Class name: Server	
Description: Control the model and connect it to the view	
Responsibility	**Collaborators**
- Get and process action from the player - Update model and send view information to cliebt	Client Game

Class name: PokcrMain	
Description: Runs the game	
Responsibility	**Collaborators**
- Ask the user on how they join the game - Runs the game	Server Game

Class name: MainView	
Description: Show the GUI	
Responsibility	**Collaborators**
- Show the view for the user	Client

Hand sub-classes

Class name: HighCard	
Description: Represents a HighCard hand	
Responsibility	**Collaborators**
- Create HighCard hand - Compare itself to other HighCard hands	Hand Card Utility

Class name: Pair	
Description: Represents a Pair hand	
Responsibility	**Collaborators**
- Create Pair hand - Compare itself to other Pair hands	Hand Card Utility

Class name: TwoPair	
Description: Represents a TwoPair hand	
Responsibility	**Collaborators**
- Create TwoPair hand - Compare itself to otherTwoPair hands	Hand Card Utility

Class name: ThreeOfAKind	
Description: Represents a Three Of A Kind hand	
Responsibility	**Collaborators**
- Create ThreeOfAKind hand - Compare itself to other ThreeOfAKind hands	Hand Card Utility

Class name: Straight	
Description: Represents a Straight hand	
Responsibility	**Collaborators**
- Create Straight hand - Compare itself to other Straight hands	Hand Card Utility

Class name: Flush	
Description: Represents a Flush hand	
Responsibility	**Collaborators**
- Create Flush hand - Compare itself to other Flush hands	Hand Card Utility

Class name: FullHouse	
Description: Represents a FullHouse hand	
Responsibility	**Collaborators**
- Create FullHouse hand - Compare itself to other Full House hands	Hand Card Utility

Class name: FourOfAKind	
Description: Represents a high card hand	
Responsibility	**Collaborators**
- Create FourOfAKind - Compare itself to other FourOfAKind hands	Hand Card Utility

Class name: StraightFlush	
Description: Represents a StraightFlush hand	
Responsibility	**Collaborators**
- Create StraightFlush hand - Compare itself to other StraightFlush hands	Hand Card Utility

Class name: RoyalFlush	
Description: Represents a high card hand	
Responsibility	**Collaborators**
- Create RoyalFlush hands - Compare itself to other RoyalFlush hands	Hand Card Utility

Enumeration classes

Class name: CardState	
Description: Represents two states of the card	
Responsibility	Collaborators

+Represents two card states:
   • FACE_UP
   • FACE_DOWN
	Card

Class name: Suit	
Description: Represents two states of the card	
Responsibility	Collaborators

+Represents two card states:
   • DIAMOND
   • SPADE
   • HEART
   • CLUB
	Card

Class name: PlayerState	
Description: Represents three states of players	
Responsibility	Collaborators

+Represents two card states:
   • FOLDED
   • PLAYING
   • ALL_IN
	Player

Class name: Game State	
Description: Represents three states of players	
Responsibility	Collaborators

+Represents two card states:
   • NEW_GAME
   • FLOP
   • TURN
   • RIVER
   • SHOWDOWN
   • COMPLETE
	Game

Utility classes

Class name: CardUtility <<EmpUtility>>	
Description: Generate different kinds of Hand and check different kind of Hand	
Responsibility	**Collaborators**
- Generate the best Hand object based on the given 5 cards.	Hand Hand sub-classes (High Card, Pair,...) Card