

# Helper Document

## How to Use:

Our code must begin from the StartPage class. The start page class then calls the PlayerDetails class, which is responsible for taking in the names of all the players. Next, the ChipDetails class is called, which takes in the number of chips each player will have. ChipDetails calls the main function of the PlayGame class.

Once the PlayGame class is called, it initializes the cards in the deck and stores the details of every player. Then, it automatically puts in the small and big blinds of the first two players and starts the blind betting round. After this, the first 3 cards are displayed using the displayDetails() function. Also, in each turn, options are given to the player, from which he can choose what he/she wants to do. Once each player has put in the same amount of chips, the next card is revealed and the bets are updated to 0.

After all the rounds of betting are over (after the last community card has been displayed), the code finds all the possible hands of each player and thus, calculates the best hand (using setBest(), which in turn uses calcPoints()). Then, it compares the best hand of players. If there happens to be a draw, the code will split the amount in the pot amongst the winners.

If no best hand has a recognizable hand, the code will look at the highest card and follow the same pattern as mentioned above. At the end, it will check if more than 2 players are available. If so, then it will ask the user whether he/she wants to play another round and the game will go on until the user wants to continue.

## Test Cases Run:

We have run the game multiple times to try and check if the game functions correctly for all kinds of hands. While we weren't able to test the entire game completely for some rare hands, we did check each and every function separately to ensure that everything runs smoothly.

## Additional Software Used:

Swing library - to implement GUI