

Class Table

java.lang.Object
Table

public class Table
extends java.lang.Object

Field Summary

Fields	
Modifier and Type	Field and Description
private Dealer	dealer
private Deck	deck
static int	MAXPLAYER
private int	nDecks
private Player[]	players
private int[]	pos_betArray

Constructor Summary

Constructors	
Constructor and Description	
Table(int nDecks)	

Method Summary

All Methods		Instance Methods	Concrete Methods
Modifier and Type	Method and Description		
private void	ask_dealer_about_hits()		
private void	ask_each_player_about_bets()		
private void	ask_each_player_about_hits()		
private void	caculate_process(int pos)		
private void	calculate_chips()		
private void	distribute_cards_to_dealer_and_players()		
Card	get_face_up_card_of_dealer()		
int[]	get_palyers_bet()		
Player[]	get_player()		
int	getNumberOfDeck()		
java.util.ArrayList<Card>	getOpenedCards()		
double	getPercentofUsedCard()		

private void	<code>hit_process(int pos, java.util.ArrayList<Card> cards)</code>
void	<code>play()</code>
void	<code>set_dealer(Dealer d)</code> Set the dealer
void	<code>set_player(int pos, Player p)</code> Let player p seat at seat pos

Methods inherited from class java.lang.Object

`clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Field Detail

MAXPLAYER

`public static final int MAXPLAYER`

See Also:

[Constant Field Values](#)

deck

`private Deck deck`

players

`private Player[] players`

dealer

`private Dealer dealer`

pos_betArray

`private int[] pos_betArray`

nDecks

`private int nDecks`

Constructor Detail

Table

`public Table(int nDecks)`

Method Detail

play

```
public void play()
```

set_player

```
public void set_player(int pos,  
                        Player p)
```

Let player p seat at seat pos

get_player

```
public Player[] get_player()
```

set_dealer

```
public void set_dealer(Dealer d)
```

Set the dealer

get_face_up_card_of_dealer

```
public Card get_face_up_card_of_dealer()
```

getOpenedCards

```
public java.util.ArrayList<Card> getOpenedCards()
```

getNumberOfDeck

```
public int getNumberOfDeck()
```

ask_each_player_about_bets

```
private void ask_each_player_about_bets()
```

distribute_cards_to_dealer_and_players

```
private void distribute_cards_to_dealer_and_players()
```

ask_each_player_about_hits

```
private void ask_each_player_about_hits()
```

hit_process

```
private void hit_process(int pos,  
                        java.util.ArrayList<Card> cards)
```

ask_dealer_about_hits

```
private void ask_dealer_about_hits()
```

calculate_chips

```
private void calculate_chips()
```

caculate_process

```
private void caculate_process(int pos)
```

get_palyers_bet

```
public int[] get_palyers_bet()
```

getPercentofUsedCard

```
public double getPercentofUsedCard()
```

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