



Outside of this described class diagram are a few methods like `display_GUI()` which, like it sounds, will prepare a GUI for the user based upon the behind-the-scenes calculations determining the flow of the game. Another important method for full functionality as is seen in the full operation of the code is the `UDP_client()` and `UDP_server()` functions which allow for information to be sent to the same machine using local host or across an actual network like was seen in the demonstration for the expo; where a private network was being used to propagate information using a personal router. Theoretically this could take place on any network that doesn't have some amount of gating for random piggybacking signals like this for privacy/security purposes provided the right IP's and ports are put in the correct spots within the methods determining the flow of information. All of the game's data was allocated to two packets, one of which was sent at the beginning of each hand which contained all of the players/tables cards for the hand, then the second contained various integers which are being sent continually throughout the game in order for each of the Pi's to be displaying the right information for the table's pot and the players' purses and 'current\_Bets'. Please email us if things aren't abundantly clear, we're happy to clarify.