

1. Service Contracts

I21Service

Interface

IBlackJackTable

Interface

→ I21Service

Methods

AddPlayer(string player) : string

DealCardToTurnPlayer() : void

NextTurn(bool removeCurrentTurnPlayer) : void

RemovePlayer(string name) : void

SetPlayersTurnBet(int bet) : void

StartGame() : void

IUsersTable

Interface

→ I21Service

Methods

JoinTable(string name) : Status

Status

Enum

Success

GameFull

NameTaken

2. Callback Contract

IPlayerCallBack

Interface

Methods

UpdateDealer(Dealer dealer, string[] dealersDecision) : void

UpdatePlayersAndDealer(Tuple<Player[], Dealer> playersAndDealer, string[] messages) : void

UpdatePlayersWithMessage(string[] messages) : void

UpdatePlayerWithMessage(string message) : void

3. Data Contracts

Card

Class

Fields

CARDS_FOLDER : string

FILE_EXT : string

Properties

NumberValue { get; set; } : int

SourcePicture { get; set; } : string

Suit { get; set; } : Suit

Value { get; set; } : Value

Methods

Card(Suit suit, Value value)

ToString() : string

Suit

Enum

spades

hearts

clubs

diamonds

Value

Enum

Two

Three

Four

Five

Six

Seven

Eight

Nine

Ten

jack

queen

king

ace

Dealer

Class

Properties

Cards { get; set; } : Card[]

CardTotal { get; set; } : int

CardTotalLabel { get; set; } : string

FirstCard { get; set; } : Visibility

HasGameStarted { get; set; } : bool

Methods

Dealer()

GetCardNameByIndex(int index) : string

HasBusted() : bool

ResetHand() : void

Player

Class

INotifyPropertyChanged

Fields

amountWonLost : int

bet : int

money : int

Properties

AmountWonLost { get; set; } : int

AmountWonLostLabel { get; set; } : string

AmountWonLostLabelVisibility { get; set; } : Visibility

AmountWonLostTextColor { get; set; } : string

Bet { get; set; } : int

BetLabel { get; set; } : string

CanStartGame { get; set; } : bool

Cards { get; set; } : Card[]

CardTotal { get; set; } : int

CardTotalLabel { get; set; } : string

IsItMyTurn { get; set; } : bool

Money { get; set; } : int

MoneyLabel { get; set; } : string

Name { get; set; } : string

Methods

ClearBet() : void

HasBusted() : bool

LostBet() : void

Player(string name)

ResetHand() : void

WonBet(double rate) : void

Events

PropertyChanged : PropertyChangedEventHandler