

PokerCardHandler
- sizeOfHand : int deck : CardDeck playerHand : HashMap <Integer, Card> cardsToReplace : HashMap <Integer, Boolean>
+ dealHand () : HashMap + showHand() : String setCardsToReplace (int[]) : void replaceCards () : void

PokerGameController
pokerCards : PokerCardsHandler parser : PokerInputParser payout : PokerPayout playerMoney : double gameType : HashMap <Integer, String>
playerPoker () : void

PokerInputParser
parseUserInput (String) : int[]
+ method(type): type

PokerPayout
betSize : int gamePayoutOdds : HashMap < String, Integer >
setBetSize (int) : void getBetSize () : int payWinnings (String) : double setGamePayoutOdds(String) : void

PokerChecker
+ flushChecker(HashMap<Integer,Card>) : boolean + straightChecker(HashMap<Integer,Card>) : boolean + royalChecker(HashMap<Integer,Cards>) : boolean + convertToRankOrdinalArray(HashMap<Integer,Cards>): int[] + fourOfAKindChecker(HashMap<Integer,Cards>) : boolean + countOfMatchesFromLeft(int[]) : int + countOfMatchesFromRight(int[]) : int + fullHouseChecker(HashMap<Integer,Cards>) : boolean + twoPairChecker(HashMap<Integer,Cards>) : boolean + jacksOrBetterChecker(HashMap<Integer,Cards>) : boolean + getWinConditionThatIsMet(HashMap<Integer,Cards>) : String