

JavaScript is disabled on your browser.

- Prev Letter
- Next Letter
- Frames
- No Frames
- All Classes
- Index
- Help

A B D E G H M N P R S T V

D

dealHouse(int) - Method in interface `model.interfaces.GameEngine`

Same as `dealPlayer()` but deals for the house and calls the house versions of the callback methods on `GameEngineCallback`, no player parameter is required After the house deal has finished but BEFORE calling `houseResult()` win/loss values are applied to all players based on their bet

dealPlayer(Player, int) - Method in interface `model.interfaces.GameEngine`

Deal cards to the player, increments of delay are in milliseconds (ms) 1.

DECK_SIZE - Static variable in interface `model.interfaces.PlayingCard`

A B D E G H M N P R S T V

- Prev Letter
- Next Letter
- Frames
- No Frames
- All Classes
- Deprecated
- Index
- Help

Assignment Project Exam Help

<https://eduassistpro.github.io/>

Add WeChat `edu_assist_pro`