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## G

**GameEngine** - Interface in [model.interfaces](#)

Assignment interface for SADI providing main Card Game model functionality

**GameEngineCallback** - Interface in [view.interfaces](#)

Assignment interface for SADI to notify client of GameEngine events e.g.

**getAllPlayers()** - Method in interface [model.interfaces.GameEngine](#)

**getBet()** - Method in interface [model.interfaces.Player](#)

**getPlayer(String)** - Method in interface [model.interfaces.GameEngine](#)

**getPlayerId()** - Method in interface [model.interfaces.Player](#)

**getPlayerName()** - Method in interface [model.interfaces.Player](#)

**getPoints()** - Method in interface [model.interfaces.Player](#)

**getResult()** - Method in interface [model.interfaces.Player](#)

**getScore()** - Method in

**getShuffledDeck()** - M

A debug method

**getSuit()** - Method in interface [model.interfaces.PlayingCard](#)

**getValue()** - Method in interface [model.interfaces.Playin](#)

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