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- Prev
- Next

- Frames
- No Frames

- All Classes
- Deprecated
- Index
- Help

Uses of Interface
model.interfaces.Player

Packages that use Player

Package	Description
model.interfaces	
view.interfaces	

- *Uses of Player in model.interfaces*

Methods in model.interfaces that return Player

Modifier and Type	Method and Description
Player	**GameEngine.**getPlayer(java.lang.String id)

Methods in model.interfaces that return types with arguments of type Player

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Methods in model.interfaces with ... Player

Modifier and Type	... ption
void	**GameEngine.**addPlayer(Player player)
void	**GameEngine.**dealPlayer(Player player, int delay) Deal cards to the player, increments of delay are in milliseconds (ms) 1.
boolean	**GameEngine.**placeBet(Player player, int bet) the implementation should forward the call to the Player class to handle
boolean	**GameEngine.**removePlayer(Player player)

- *Uses of Player in view.interfaces*

Methods in view.interfaces with parameters of type Player

Modifier and Type	Method and Description
void	**GameEngineCallback.**bustCard(Player player, PlayingCard card, GameEngine engine) called when the card causes the player to bust this method is called instead of GameEngineCallback.nextCard(Player, PlayingCard, GameEngine) this method is called before GameEngineCallback.result(Player, int, GameEngine) use this to update your display for each card or log to console
void	**GameEngineCallback.**nextCard(Player player, PlayingCard card, GameEngine engine) called for each card as the house is dealing to a Player, use this to update your display for each card or log to console

void	**GameEngineCallback.result**(Player player, int result, GameEngine engine) called when the player has bust with final result (result is score prior to the last card that caused the bust)