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## P

**placeBet(Player, int)** - Method in interface `model.interfaces.GameEngine`  
the implementation should forward the call to the `Player` class to handle

**placeBet(int)** - Method in interface `model.interfaces.Player`

**Player** - Interface in `model.interfaces`

Assignment interface for SADI representing the player to be implemented by `SimplePlayer` class with the following constructor: `public SimplePlayer(String playerId, String playerName, int initialPoints)`

NOTE: `playerID` is unique and if another player with same id is added it replaces the previous player

**PlayingCard** - Interface in `model.interfaces`

Assignment interface for SADI representing a `PlayingCard` (setting values is handled by the implementing class constructor(s))

**PlayingCard.Suit** - Enum in `model.interfaces`

**PlayingCard.Value** - Enum in `model.interfaces`

# Assignment Project Exam Help

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