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removeGameEngineCallback(GameEngineCallback) - Method in interface model.interfaces.GameEngine

removePlayer(Player) - Method in interface model.interfaces.GameEngine

resetBet() - Method in interface model.interfaces.Player
    reset the bet to 0 for next round (in case player does not bet again in next round)

result(Player, int, GameEngine) - Method in interface view.interfaces.GameEngineCallback
    called when the player has bust with final result (result is score prior to the last card that caused the bust)