

## Class GUI

```
java.lang.Object
  java.awt.Component
    java.awt.Container
      java.awt.Window
        java.awt.Frame
          javax.swing.JFrame
            GUI
```

### All Implemented Interfaces:

java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable, javax.accessibility.Accessible, javax.swing.RootPaneContainer, javax.swing.WindowConstants

```
public class GUI
extends javax.swing.JFrame
```

Klasse dient der Darstellung der Software. Die Klasse extendet von dem JFrame.

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**See Also:**  
[Serialized Form](#)

### Nested Class Summary

Nested classes/interfaces inherited from class javax.swing.JFrame
javax.swing.JFrame.AccessibleJFrame
Nested classes/interfaces inherited from class java.awt.Frame
java.awt.Frame.AccessibleAWTFrame
Nested classes/interfaces inherited from class java.awt.Window
java.awt.Window.AccessibleAWTWindow, java.awt.Window.Type
Nested classes/interfaces inherited from class java.awt.Container
java.awt.Container.AccessibleAWTContainer
Nested classes/interfaces inherited from class java.awt.Component
java.awt.Component.AccessibleAWTComponent, java.awt.Component.BaselineResizeBehavior, java.awt.Component.BltBufferStrategy, java.awt.Component.FlipBufferStrategy

### Field Summary

Fields inherited from class javax.swing.JFrame

accessibleContext, EXIT\_ON\_CLOSE, rootPane, rootPaneCheckingEnabled

Fields inherited from class java.awt.Frame

CROSSHAIR\_CURSOR, DEFAULT\_CURSOR, E\_RESIZE\_CURSOR, HAND\_CURSOR, ICONIFIED, MAXIMIZED\_BOTH, MAXIMIZED\_HORIZ, MAXIMIZED\_VERT, MOVE\_CURSOR, N\_RESIZE\_CURSOR, NE\_RESIZE\_CURSOR, NORMAL, NW\_RESIZE\_CURSOR, S\_RESIZE\_CURSOR, SE\_RESIZE\_CURSOR, SW\_RESIZE\_CURSOR, TEXT\_CURSOR, W\_RESIZE\_CURSOR, WAIT\_CURSOR

Fields inherited from class java.awt.Component

BOTTOM\_ALIGNMENT, CENTER\_ALIGNMENT, LEFT\_ALIGNMENT, RIGHT\_ALIGNMENT, TOP\_ALIGNMENT

Fields inherited from interface javax.swing.WindowConstants

DISPOSE\_ON\_CLOSE, DO\_NOTHING\_ON\_CLOSE, HIDE\_ON\_CLOSE

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

Constructor Summary

Constructors
Constructor and Description
<b>GUI()</b> Instanziert die GUI-Komponenten

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method and Description	
void	<b>countDown()</b>	Startet den Countdown.
void	<b>disableChips()</b>	Deaktiviert die Chip-Buttons.
void	<b>enableChips()</b>	Aktiviert die Chip-Buttons.
int	<b>getDifficulty()</b>	Gibt Schwierigkeitsgrad zurück.
int	<b>getPlayerAmount()</b>	Gibt Anzahl der Mitspieler zurück.
int	<b>getSIofAmount()</b>	

	Gibt den ausgewählten Index von botAmount zurück.
int	<b>getSIofDifficulty()</b> Gibt den Bot-Schwierigkeitsgrad zurück.
void	<b>resetGame()</b> Setzt das Spiel zurück.
void	<b>setActionListeners</b> (java.awt.event.ActionListener ac) Fügt ActionListener zu GUI-Komponenten hinzu.
void	<b>setCL</b> (java.lang.String name) Zeig bestimmtes JPanel an.
void	<b>setDificulty</b> (int difficulty) Setzt Schwierigkeitsgrad.
void	<b>setFlopIcons</b> (List<Card> cCards) Setzt die Icons der offenen Karten.
void	<b>setMouseListeners</b> (java.awt.event.MouseAdapter l) Fügt MouseListener zu GUI-Komponenten hinzu.
void	<b>setPlayerAmount</b> (int amount) Setzt Anzahl der Spieler.
void	<b>setPocketIcons</b> (Card[] pocket) Setzt Icons für die Spielerkarten.
void	<b>setTurnOrRiverIcon</b> (java.lang.String a, Card card) Setzt entweder Turn- oder Rivericon.
void	<b>showStart</b> (boolean status) Blendet den Startbutton ein bzw. aus.
void	<b>updateBalanceStats</b> (int balance, int bet) Aktualisiert die Kontostände.
void	<b>updateBotStats</b> (int amount, List<Bot> bots) Aktualisiert Bot-Status
void	<b>updateChips</b> (int balance) Aktualisiert die Spielchips.
void	<b>visualiseBotStats</b> (int amount, List<Bot> bots) Aktualisiert die Bot-Informationen

## Methods inherited from class javax.swing.JFrame

addImpl, createRootPane, frameInit, getAccessibleContext, getContentPane, getDefaultCloseOperation, getGlassPane, getGraphics, getJMenuBar, getLayeredPane, getRootPane, getTransferHandler, isDefaultLookAndFeelDecorated, isRootPaneCheckingEnabled, paramString, processWindowEvent, remove, repaint, setContentPane, setDefaultCloseOperation, setDefaultLookAndFeelDecorated, setGlassPane, setIconImage, setJMenuBar, setLayeredPane, setLayout, setRootPane, setRootPaneCheckingEnabled, setTransferHandler, update

## Methods inherited from class java.awt.Frame

addNotify, getCursorType, getExtendedState, getFrames, getIconImage, getMaximizedBounds, getMenuBar, getState, getTitle, isResizable, isUndecorated, remove, removeNotify,

setBackground, setCursor, setExtendedState, setMaximizedBounds, setMenuBar, setOpacity, setResizable, setShape, setState, setTitle, setUndecorated

## Methods inherited from class java.awt.Window

addPropertyChangeListener, addPropertyChangeListener, addWindowFocusListener, addWindowListener, addWindowStateListener, applyResourceBundle, applyResourceBundle, createBufferStrategy, createBufferStrategy, dispose, getBackground, getBufferStrategy, getFocusableWindowState, getFocusCycleRootAncestor, getFocusOwner, getFocusTraversalKeys, getIconImages, getInputContext, getListeners, getLocale, getModalExclusionType, getMostRecentFocusOwner, getOpacity, getOwnedWindows, getOwner, getOwnerlessWindows, getShape, getToolkit, getType, getWarningString, getWindowFocusListeners, getWindowListeners, getWindows, getWindowStateListeners, hide, isActive, isAlwaysOnTop, isAlwaysOnTopSupported, isAutoRequestFocus, isFocusableWindow, isFocusCycleRoot, isFocused, isLocationByPlatform, isOpaque, isShowing, isValidRoot, pack, paint, postEvent, processEvent, processWindowFocusEvent, processWindowStateEvent, removeWindowFocusListener, removeWindowListener, removeWindowStateListener, reshape, setAlwaysOnTop, setAutoRequestFocus, setBounds, setBounds, setCursor, setFocusableWindowState, setFocusCycleRoot, setIconImages, setLocation, setLocation, setLocationByPlatform, setLocationRelativeTo, setMinimumSize, setModalExclusionType, setSize, setSize, setType, setVisible, show, toBack, toFront

## Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getAlignmentX, getAlignmentY, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalPolicy, getInsets, getLayout, getMaximumSize, getMinimumSize, getMousePosition, getPreferredSize, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, print, printComponents, processContainerEvent, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusTraversalKeys, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setFont, transferFocusDownCycle, validate, validateTree

## Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, coalesceEvents, contains, contains, createImage, createImage, createVolatileImage, createVolatileImage, disable, disableEvents, dispatchEvent, enable, enable, enableEvents, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBaseline, getBaselineResizeBehavior, getBounds, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getFontMetrics, getForeground, getGraphicsConfiguration, getHeight, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocation, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPeer, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getSize, getTreeLock, getWidth, getX, getY, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isDoubleBuffered, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isValid, isVisible, keyDown, keyUp,

list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, prepareImage, prepareImage, printAll, processComponentEvent, processFocusEvent, processHierarchyBoundsEvent, processHierarchyEvent, processInputMethodEvent, processKeyEvent, processMouseEvent, processMouseMotionEvent, processMouseWheelEvent, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, resize, resize, revalidate, setComponentOrientation, setDropTarget, setEnabled, setFocusable, setFocusTraversalKeysEnabled, setForeground, setIgnoreRepaint, setLocale, setMaximumSize, setName, setPreferredSize, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

## Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

## Methods inherited from interface java.awt.MenuContainer

getFont, postEvent

## Constructor Detail

### GUI

```
public GUI()
```

Instanziiert die GUI-Komponenten

## Method Detail

### setActionListeners

```
public void setActionListeners(java.awt.event.ActionListener ac)
```

Fügt ActionListener zu GUI-Komponenten hinzu.

**Parameters:**

ac - ActionListener

### setMouseListeners

```
public void setMouseListeners(java.awt.event.MouseAdapter l)
```

Fügt MouseListener zu GUI-Komponenten hinzu.

**Parameters:**

l - MouseListener

### setCL

```
public void setCL(java.lang.String name)
```

Zeig bestimmtes JPanel an.

#### Parameters:

name - Indentifikationsname

### getDifficulty

```
public int getDifficulty()
```

Gibt Schwierigkeitsgrad zurück.

#### Returns:

Schwierigkeitsgrad

### setDificulty

```
public void setDificulty(int difficulty)
```

Setzt Schwierigkeitsgrad.

#### Parameters:

difficulty - Schwierigkeitsgrad

### getPlayerAmount

```
public int getPlayerAmount()
```

Gibt Anzahl der Mitspieler zurück.

#### Returns:

Anzahl der Spieler

### setPlayerAmount

```
public void setPlayerAmount(int amount)
```

Setzt Anzahl der Spieler.

#### Parameters:

amount - Anzahl der Spieler

### setPocketIcons

```
public void setPocketIcons(Card[] pocket)
```

Setzt Icons für die Spielerkarten.

#### Parameters:

pocket - Icons

### setFlopIcons

```
public void setFlopIcons(List<Card> cCards)
```

Setzt die Icons der offenen Karten.

**Parameters:**

cCards - Karten

### setTurnOrRiverIcon

```
public void setTurnOrRiverIcon(java.lang.String a,  
                                Card card)
```

Setzt entweder Turn- oder Rivericon.

**Parameters:**

a - Turn oder River

card - Karte

### updateChips

```
public void updateChips(int balance)
```

Aktualisiert die Spielchips.

**Parameters:**

balance - Guthaben

### disableChips

```
public void disableChips()
```

Deaktiviert die Chip-Buttons.

### enableChips

```
public void enableChips()
```

Aktiviert die Chip-Buttons.

### updateBalanceStats

```
public void updateBalanceStats(int balance,  
                                int bet)
```

Aktualisiert die Kontostände.

**Parameters:**

balance - Guthaben

bet - Einsatz

### visualiseBotStats

```
public void visualiseBotStats(int amount,  
                             List<Bot> bots)
```

Aktualisiert die Bot-Informationen

**Parameters:**

amount - Anzahl der Bots

bots - Bots

### updateBotStats

```
public void updateBotStats(int amount,  
                           List<Bot> bots)
```

Aktualisiert Bot-Status

**Parameters:**

amount - Anzahl der Bots

bots - Bots

### resetGame

```
public void resetGame()
```

Setzt das Spiel zurück.

### getSlofAmount

```
public int getSIofAmount()
```

Gibt den ausgewählten Index von botAmount zurück.

**Returns:**

Index

### getSlofDifficulty

```
public int getSIofDifficulty()
```

Gibt den Bot-Schwierigkeitsgrad zurück.

**Returns:**

Schwierigkeitsgrad

### showStart

```
public void showStart(boolean status)
```

Blendet den Startbutton ein bzw. aus.

**Parameters:**

status - true/false je nach ob sichtbar oder nicht



countDown

```
public void countDown()
```

Startet den Countdown.