

```
public class GameStatus {
    public final static int START_NEW = 0;
    public final static int RESUME = 1;
}

public class ValueCountStatus {
    public final static int REGULAR = 0;
    public final static int BUST = 1;
    public final static int BLACKJACK = 2;
}

public class PlayerAction {
    public final static int HIT = 0;
    public final static int STAND = 1;
}

public class GameResult {
    public final static int PLAYER_WIN = 0;
    public final static int DEALER_WIN = 1;
    public final static int DRAW = 2;
    public final static int PUSH = 3;
}
```

## 开始游戏

Path: `/hostname/game/start?name=jdy&id=12345678`

Method: `GET`

Response Body:

```
{
  "game_identity": 1668568244,
  "status": 0,
  "player_name": "jdy",
  "balance": 2500
}
```

---

## 继续游戏

Path: `/hostname/game/resume?name=jdy&id=123456`

Method: `GET`

Response Body:

```
{
  "game_identity": 1668568244,
  "status": 1,
  "player_name": "jdy",
  "bet": 100,
  "balance": 2400
}
```

---

## 设置筹码

Path: `/hostname/game/set_bet`

Method: `POST`

Request Body:

```
{
  "player_name": "jdy",
  "game_identity": 1668568244,
  "bet": 100
}
```

Response Body:

```
{
  "player_name": "jdy",
  "game_identity": 1668568244,
  "bet": 100,
  "balance": 2400
}
```

---

# 发牌

Path: /hostname/game/deal

Method: POST

Request Body:

```
{
  "player_name": "jdy",
  "game_identity": 1668568244
}
```

Response Body:

```
{
  "player_name": "jdy",
  "game_identity": 1668568244,
  "player_hands": {
    "card": {
      "suit": "♦",
      "rank": "2",
      "value": 2
    },
    "card": {
      "suit": "♠",
      "rank": "Jack",
      "value": 10
    }
  },
  "player_value": 12,
  "dealer_hands": {
    "card": {
      "suit": "♥",
      "rank": "Ace",
      "value": [
        1,
        11
      ]
    }
  },
  "value_count_status": 0
}
```

---

# Hit

Path: localhost/game/hit

Method: POST

Request Body:

```
{
  "player_name": "jdy",
  "game_identity": 1668568244,
  "player_value": 12,
  "player_hands": {
    "card": {
      "suit": "♦",
      "rank": "2",
      "value": 2
    },
    "card": {
      "suit": "♠",
      "rank": "Jack",
      "value": 10
    }
  },
  "player_action": 0
}
```

Response Body:

```
{
  "player_name": "jdy",
  "game_identity": 1668568244,
  "player_value": 22,
  "player_hands": {
    "card": {
      "suit": "♦",
      "rank": "2",
      "value": 2
    },
    "card": {
      "suit": "♠",
      "rank": "Jack",
      "value": 10
    },
    "card": {

```

```
        "suit": "♥",
        "rank": "King",
        "value": 10
    },
},
"value_count_status": 1
}
```

---

## Stand

Path: localhost/game/stand

Method: POST

Request Body:

```
{
  "player_name": "jdy",
  "game_identity": 1668568244,
  "player_value": 18,
  "player_action": 1
}
```

Response Body:

```
{
  "player_name": "jdy",
  "game_identity": 1668568244,
  "player_value": 18,
  "player_hands": {
    "card": {
      "suit": "♠",
      "rank": "8",
      "value": 8
    },
    "card": {
      "suit": "♥",
      "rank": "Queen",
      "value": 10
    }
  },
  "player_action": 1,
  "value_count_status": 0,
}
```

```
"dealer_hands": {  
  "card": {  
    "suit": "♦",  
    "rank": "8",  
    "value": 8  
  },  
  "card": {  
    "suit": "♠",  
    "rank": "5",  
    "value": 5  
  },  
  "card": {  
    "suit": "♣",  
    "rank": "3",  
    "value": 3  
  },  
  "card": {  
    "suit": "方块",  
    "rank": "king",  
    "value": 10  
  }  
},  
"game_result": 1,  
"balance": 2600  
}
```