

Aim

A youth-friendly version of poker needs an upgrade.

Features

- create class **Parser** which calculates a “Poker Hand”:
 - single pair ... points were doubled
 - three of a kind ... points x 3

- Controller
 - action when current player calls **setNextPlayer()** :
 - set the next (= enabled) player
 - write info of generated instances into list (name of player and score (see interface **IAppIPoker**))
 - inform instances to enable resp. disable their buttons
 - set appropriate message
- AppIPoker
 - has to implement the interface **IAppIPoker**
 - when player has finished, **setNextPlayer()** from controller has to be called
 - to get the one and only instance of the controller call
 - `PokerController pc = PokerController.newInstance();`¹

¹ see chapter „Singleton – Pattern“