

Operation contracts:

Contract CO1: gameOverWinner

- Operation: gameOver(userId: integer)
- Cross References: Use cases: A heads up game vs. the System-AI ends
- Preconditions:
 - One of the players has run out of chips
- Postconditions:
 - The winner is determined
 - The winner's userId is associated with the corresponding name
 - The name of the winner is displayed on screen

Contract CO2: showDown

- Operation: showDown()
- Cross References: Use cases:
 - Play a hand against AI
 - A heads up game vs. the System-AI ends
- Preconditions:
 - No one has folded
 - All five community cards are shown, and betting is finished
- Postconditions:
 - An integer of the ID of the winner *winnerID* was set
 - *winnerID* was associated with a Player
 - Player was given the pot, and added it to his/her/its stack

Contract CO3: getValidDecisionFromPlayer

- Operation: getValidDecisionFromPlayer(playerToAct: Player, isPreflop: boolean)
- Cross References: Use cases:
 - Play a hand against AI
 - A heads up game vs. the System-AI ends
- Preconditions:
 - A hand was dealt
 - A betting round was started
- Postconditions:
 - Minimum raise was updated
 - Highest amount put on table was updated
 - All clients were notified that a decision was made

- A new player(client) was asked for a decision