

Operation contracts:

Contract CO1: gameOver

- 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 was determined
 - The name of the winner is displayed in a pop-up
 - The user was presented with a “Back to lobby”-button

Contract CO2: showDown

- Operation: showDown()
- Cross References: Use cases:
 - Play a hand against AI
 - A heads up game vs. the System-AI ends
- Preconditions:
 - At least two players remain in the hand
 - All five community cards are shown, and the last betting round is finished
- Postconditions:
 - The winner of the hand was determined
 - The winners stack size was incremented by the main-pot size
 - If there were side pots, the side pot winners get determined and their stacks are incremented
 - The pot size was set to 0

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 has been dealt
 - A betting round has started
 - The player is not already all in
- 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