Class GUI

java.lang.Object
    GUI

All Implemented Interfaces:

```
java.awt.event.ActionListener, java.util.EventListener
```

```
public class GUI
extends java.lang.Object
implements java.awt.event.ActionListener
```

This is the GUI of the Blackjack game. It will create a new Blackjack game and all the buttons to play the game.

Since:

```
2016-10-18
```

Version:

```
1.0
```

Author:

```
Nathan Lindenbaum
```

Field Summary

Fields

Modifier and Type	Field and Description
private javax.swing.JLabel	**balance** The balance.
private javax.swing.JButton	**betButton** The bet button.
(package private) static int	**BLACKJACK** The Constant BLACKJACK.
private javax.swing.JButton	**dealButton** The deal button.
private edu.gvsu.GVpile	**dealerCards** The dealer cards.
private javax.swing.JLabel	**dealerCountLabel** The dealer count label.

private javax.swing.JButton	**doubleDownButton**	
	The double down button.	
private **BlackjackGame**	**game**	
	The game.	
private javax.swing.JMenuItem	**hintItem**	
	The hint item.	
private javax.swing.JButton	**hitButton**	
	The hit button.	
private javax.swing.JLabel	**message**	
	The message.	
private javax.swing.JMenuItem	**newGameItem**	
	The new game item.	
private edu.gvsu.GVpile	**playerCards**	
	The player cards.	
private javax.swing.JLabel	**playerCountLabel**	
	The player count label.	
private javax.swing.JMenuItem	**quitItem**	
	The quit item.	
private javax.swing.JButton	**standButton**	
	The stand button.	
private javax.swing.JPanel	**trayPanel**	
	The tray panel.	
private javax.swing.JFrame	**window**	
	The window.	

Constructor Summary

Constructors

Constructor and Description

GUI()
Constructor is called by static void main.

Method Summary

All Methods   Static Methods   Instance Methods   Concrete Methods

Modifier and Type	Method and Description
void	**actionPerformed**(java.awt.event.ActionEvent e) Action performed.
private java.lang.String	**dealerCountMess**() This method will return a String that updates the dealers count label to the present count.
private void	**displayHintCard**() This method is called when the player selects the HintCard button.
static void	**main**(java.lang.String[] args) This method will run always.
private void	**setupFrame**() This method sets up the frame with all the buttons and labels.
private void	**setupMenus**() This method will set up the menu bar with 3 options: HINT NEW GAME QUIT .

Methods inherited from class java.lang.Object

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

Field Detail

BLACKJACK

```
static final int BLACKJACK
```

The Constant BLACKJACK.

See Also:

Constant Field Values

game

```
private BlackjackGame game
```

The game.

window

```
private javax.swing.JFrame window
```

The window.

dealButton

```
private javax.swing.JButton dealButton
```

The deal button.

hitButton

```
private javax.swing.JButton hitButton
```

The hit button.

standButton

```
private javax.swing.JButton standButton
```

The stand button.

doubleDownButton

```
private javax.swing.JButton doubleDownButton
```

The double down button.

betButton

```
private javax.swing.JButton betButton
```

The bet button.

balance

```
private javax.swing.JLabel balance
```

The balance.

message

```
private javax.swing.JLabel message
```

The message.

dealerCountLabel

```
private javax.swing.JLabel dealerCountLabel
```

The dealer count label.

playerCountLabel

```
private javax.swing.JLabel playerCountLabel
```

The player count label.

quitItem

```
private javax.swing.JMenuItem quitItem
```

The quit item.

newGameItem

```
private javax.swing.JMenuItem newGameItem
```

The new game item.

hintItem

```
private javax.swing.JMenuItem hintItem
```

The hint item.

trayPanel

```
private javax.swing.JPanel trayPanel
```

The tray panel.

playerCards

```
private edu.gvsu.GVpile playerCards
```

The player cards.

dealerCards

```
private edu.gvsu.GVpile dealerCards
```

The dealer cards.

Constructor Detail

GUI

```
public GUI()
```

Constructor is called by static void main. Sets up all parts of the GUI.

Method Detail

main

```
public static void main(java.lang.String[] args)
```

This method will run always. It calls the GUI() constructor.

Parameters:

```
args - Main arguments from commandline.
```

setupFrame

```
private void setupFrame()
```

This method sets up the frame with all the buttons and labels.

setupMenus

```
private void setupMenus()
```

This method will set up the menu bar with 3 options: HINT NEW GAME QUIT .

displayHintCard

```
private void displayHintCard()
```

This method is called when the player selects the HintCard button. It will show, in a new frame, a hint card that tells when to hit and stand

dealerCountMess

```
private java.lang.String dealerCountMess()
```

This method will return a String that updates the dealers count label to the present count.

Returns:

```
("Dealer Hand: " + game.dealerCountTotal())
```

actionPerformed

```
public final void actionPerformed(java.awt.event.ActionEvent e)
```

Action performed.

Specified by:

`actionPerformed in interface java.awt.event.ActionListener`

Parameters:

`e - event from button press`

See Also:

`(java.awt.event.ActionEvent) This method is used to indicate what button is pressed. Once the button is determined it will be follow the correct course of action. Then all the messages will be updated.`