

-resolveTwoPair(std::vector<playerNBestHand>& players_besthands): void
-resolveThreeOfAKind(std::vector<playerNBestHand>& players_besthands): void
-resolveStraight(std::vector<playerNBestHand>& players_besthands): void
-resolveFlush(std::vector<playerNBestHand>& players_besthands): void
-resolvefullHouse(std::vector<playerNBestHand>& players_besthands): void
-resolveFourOfAKind(std::vector<playerNBestHand>& players_besthands): void
-resolveStraightFlush(std::vector<playerNBestHand>& players_besthands): void
-resolveValues(std::vector<playerNBestHand>& players_besthands): void
-resolveValues(std::vector<playerNBestHand>& players_besthands): void
-eraseLastOne(std::vector<playerNBestHand>& players_besthands): void
-eraseAllButLastOne(std::vector<playerNBestHand>& players_besthands): void