

Team Poker

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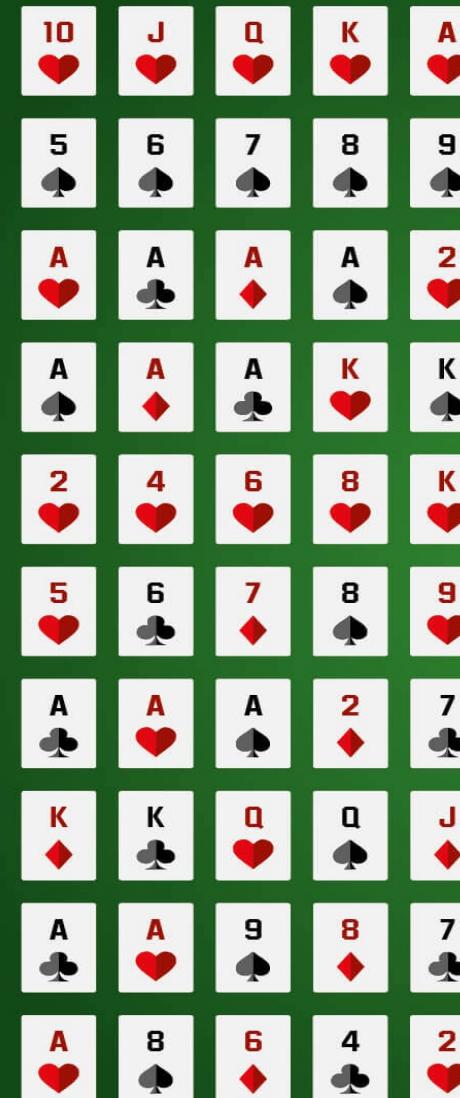
What is poker game

Strategy and Gambling

Betting

Hands and Ranks

POKER HANDS



Royal Flush

Nothing beats a royal flush. This is the best hand in poker and it's very rare. This is a straight flush from 10 to Ace.

Straight Flush

The second best hand. Just like a straight, but the cards are all the same suit. Like in this example, all consecutive spades.

Four of a kind

As the name says, this is four of the same cards. The hand is completed with the highest card on the table or in your hand.

Full House

A combination of three of a kind with a pair. The full house hand that has the highest three of a kind cards wins from other full houses.

Flush

Five cards that are all the same suit. These don't need to be in any order. If two players have a flush, the player with the highest card in the flush wins.

Straight

A series of five cards that follow each other, but that are not of the same suit. Aces can follow a king, or start a straight followed by a two.

Three of a kind

Three cards of the same kind, for example three aces. The hand is completed with the two highest cards that are available.

Two pair

Two sets of two cards of the same kind. For example two kings and two queens, the last card to complete the hand is the highest card that is left available.

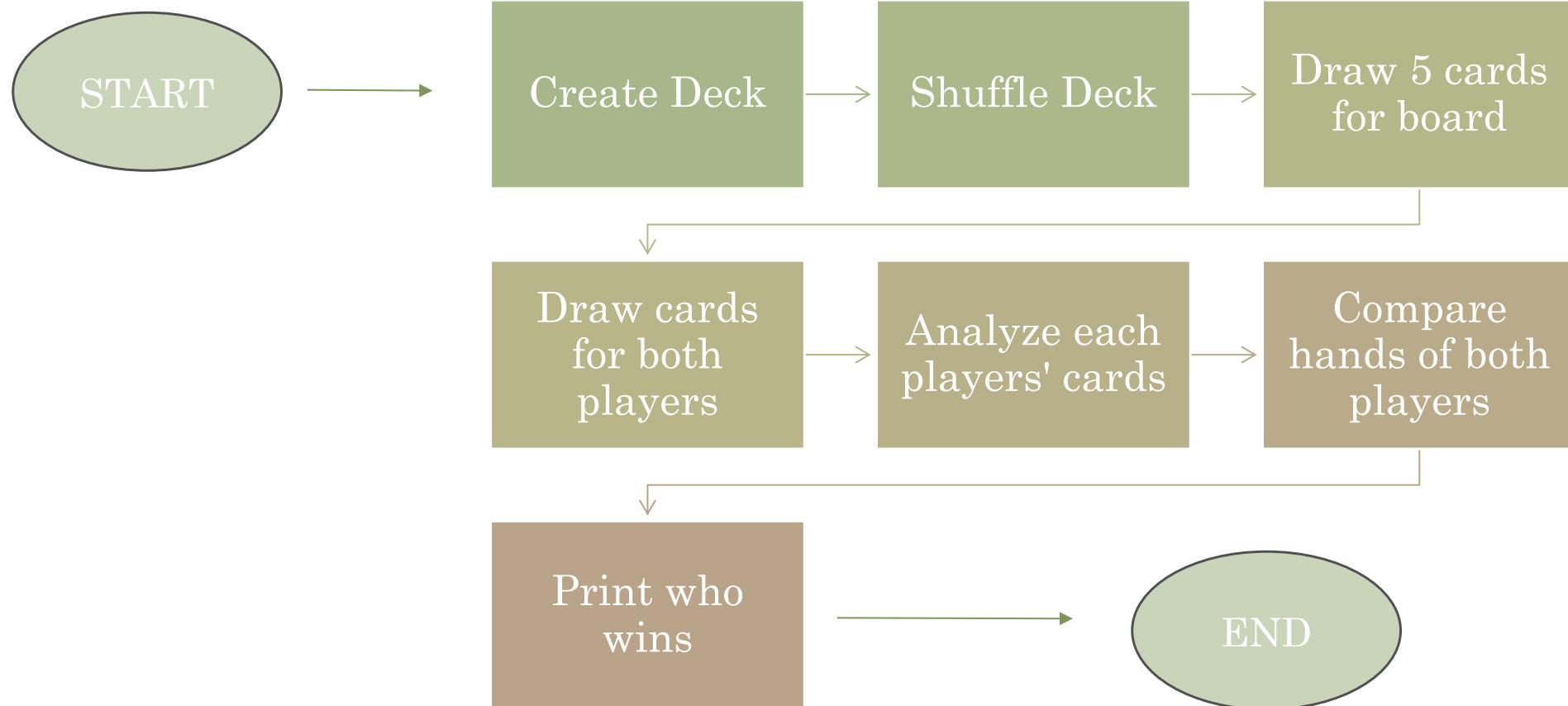
Pair

Two cards of the same kind, for example two aces. The hand is filled up with the three highest cards that are left available.

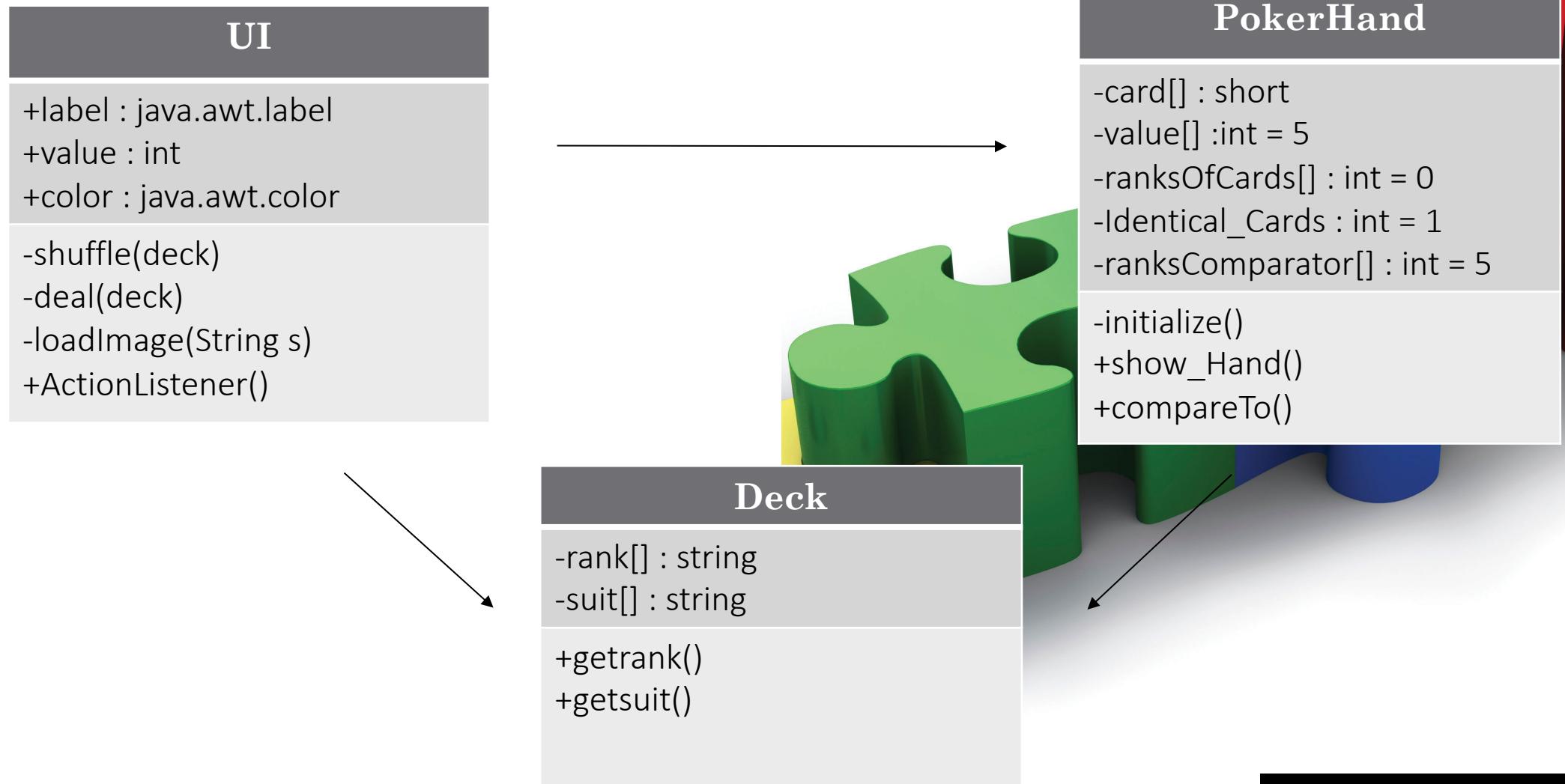
High card

You have none of the above and only a single card, like the ace in this example. Maybe it's time to fold?

flow chart

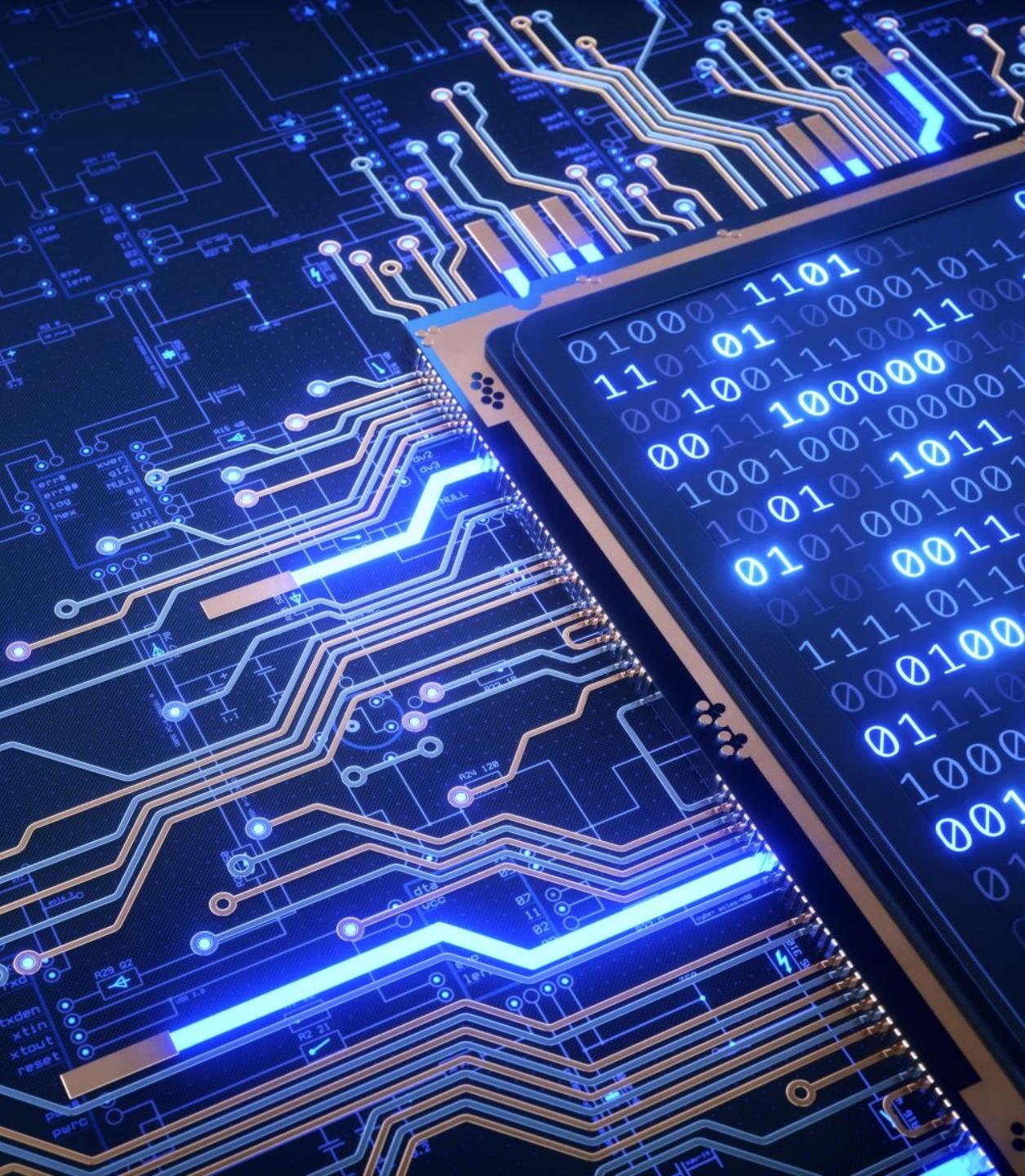


Uml diagram



Technical description of project

- Data Structures : Arrays. (Array Lists)
- Classes used for this project: Cards, Deck, Poker Hand and the UI.
- The UI extends the Poker Hand class, and the Poker Hand extends the Card and Deck class.
- Other than the hand comparing methods, shuffle and for loops are the key components in the project. Why?



(Whiteboard
examples)



Development process and change log for UI

We have a game for 2 players and 5 cards for each player.

- Creating a **JFrame** holding a **main JPanel**,
- Adding three new JPanels into the main JPanel:
 - **Second JPanel:** It has two **JButtons**: JButton “**DEAL**” and JButton “**THE WINNER.**”
 - **Third JPanel:** There are 6 **JLabel** in this JPanel. “**Player 1**” with its **5 cards in hand.**
 - **Fourth JPanel:** There are 6 **JLabel** in this JPanel. “**Player 2**” with its **5 cards in hand.**

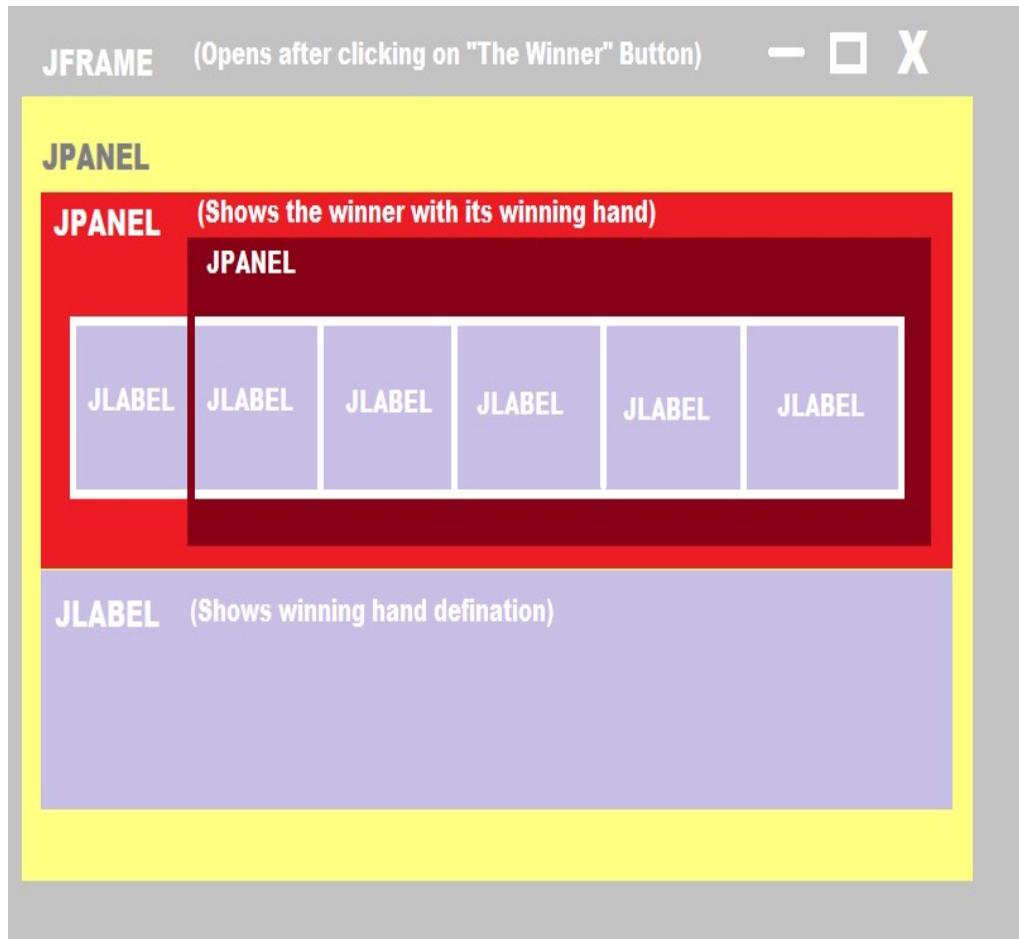


Development process and change log for UI

We have a **new frame** to show the winner on the screen when it is clicked onto "THE WINNER" button.

We designed the winner frame as:

- Adding a new **JPanel** to hold another JPanel and a JLabel.
- Adding a **Second JPanel**, that has one JLabel to hold winner's tag and another JPanel with 5 JLabels to hold its winning hand.
- Adding a **JLabel**, that is to show the winning hand case/defination. (pair, flush, three of a kind, etc.)



Demo Project



Works cited

- Oracle Java API Documentation
- Wikipedia
- Introduction to programming Using Java by David J.Eck



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