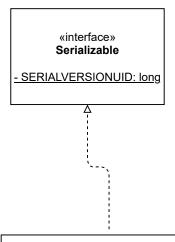
CS 342 - Project 3
Baccarat Client UML Diagram
Fall 2021 UIC
Sharon Thomeh



BaccaratInfo

- SERIALVERSIONUID: long

+ whotToBetOn: String

+ bettingAmount: double

+ quit: Boolean

+ playerHand: ArrayList<String>

+ bankerHand: ArrayLIst<String>

+ naturalWin: Boolean

+ playerDraw: Boolean

+ bankerDraw: Boolean

+ totalWinnings: Double

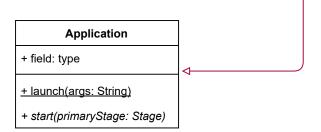
+ currentWinnings: Double

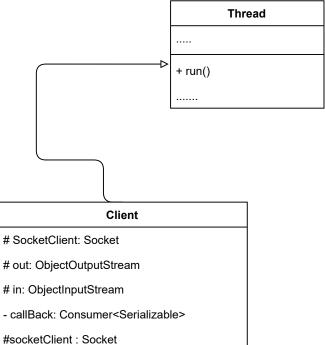
+ gameResult: String

+ playerHandTotal: Int

+ bankerHandTotal: Int

+ BaccaratInfo()





4SOCKETCHEITT . SOCKET

#ipAddress: String

#portNumber: Int

+ clientInfo: BaccaratInfo

#fresh: Boolean

+ Client(call: Consumer<Serializable>)

+ run()

+ send(clientInfo: BaccaratInfo)

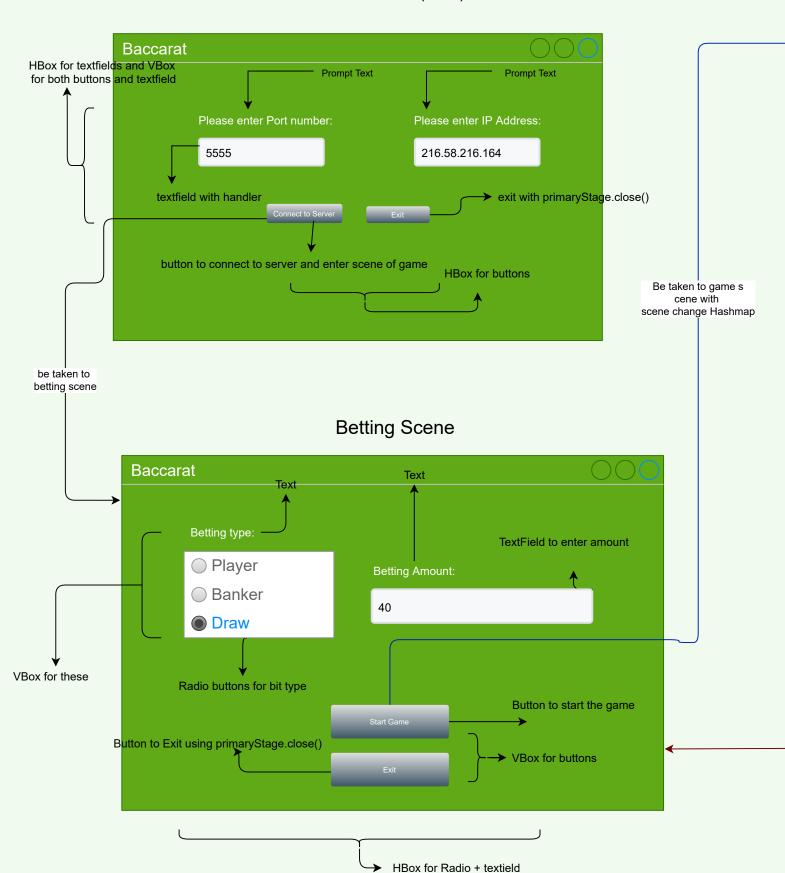
+ getBaccaratInfo(): BaccaratInfo

JavaFXTemplate

- portNumber, ipAddess: TextField
- bettingAmount, currentWinnings: TextField
- results: TextField
- conntectToServer, exitBetting: Button
- startGame, startNewGame: Button
- exitGame, exit: Button
- resultsPmpt, currentWinningsPmpt: Text
- playerPmpt, bankerPmpt: Text
- bettingAmountPmpt, bettingTypePmpt: Text
- portNumberPmpt, ipAddressPmpt; Text
- portAndIP, connectAndExit: HBox
- bettingAmountAndRadio, resultsAndButtons: HBox
- playerCards, bankerCards, bothPlayers: HBox
- textAndBut, bettingAmountAndField, startAndExit, RadioAndField: VBox
- vBoxBettingScene, startNewGameAndExit: VBox
- resultsAndCurrentWinnings, ipPromAndText, portPromAndText: VBox
- resultsPrmp, currentWinningsPrmp: VBox
- info, pCards, bCards, gScene: VBox
- sceneMap: HashMap<String, Scene>
- results: ListView<String>
- clientConnection: Client
- + data: BaccaratInfo
- radioButtonss: ToggleGroup
- player: RadioButton
- banker: RadioButton
- draw: RadioButton
- #pauseBeforeNaturalWinner, pauseBeforeDealingCards: PauseTransition #pauseBeforeNoNaturalWinner, pauseBeforeUltimateResult: PauseTransition #pauseBeforePlayerDraw, pauseBeforeBankerDraw: PauseTransition
- player1, player2, banker1, banker2, player3, banker3 : Image
- player1View, player2View, banker1View, banker2View: ImageView
- player3View, banker3View: ImageView
- startNewGameHandler: EventHandler<ActionEvent>
- leaveServerHandler: EventHandler<ActionEvent>
- startGameHandler: EventHandler<ActionEvent>
- connectToServerHandler: EventHandler<ActionEvent>
- + start(primaryStage: Stage)
- + launch(args: String)
- + createPortIDScene(primaryStage: Stage) : Scene
- + createGameScene(primaryStage: Stage): Scene
- + createBettingScene(primaryStage: Stage) : Scene
- updateGameScene()

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Port number + IP Scene (Intro)



Game Scene

