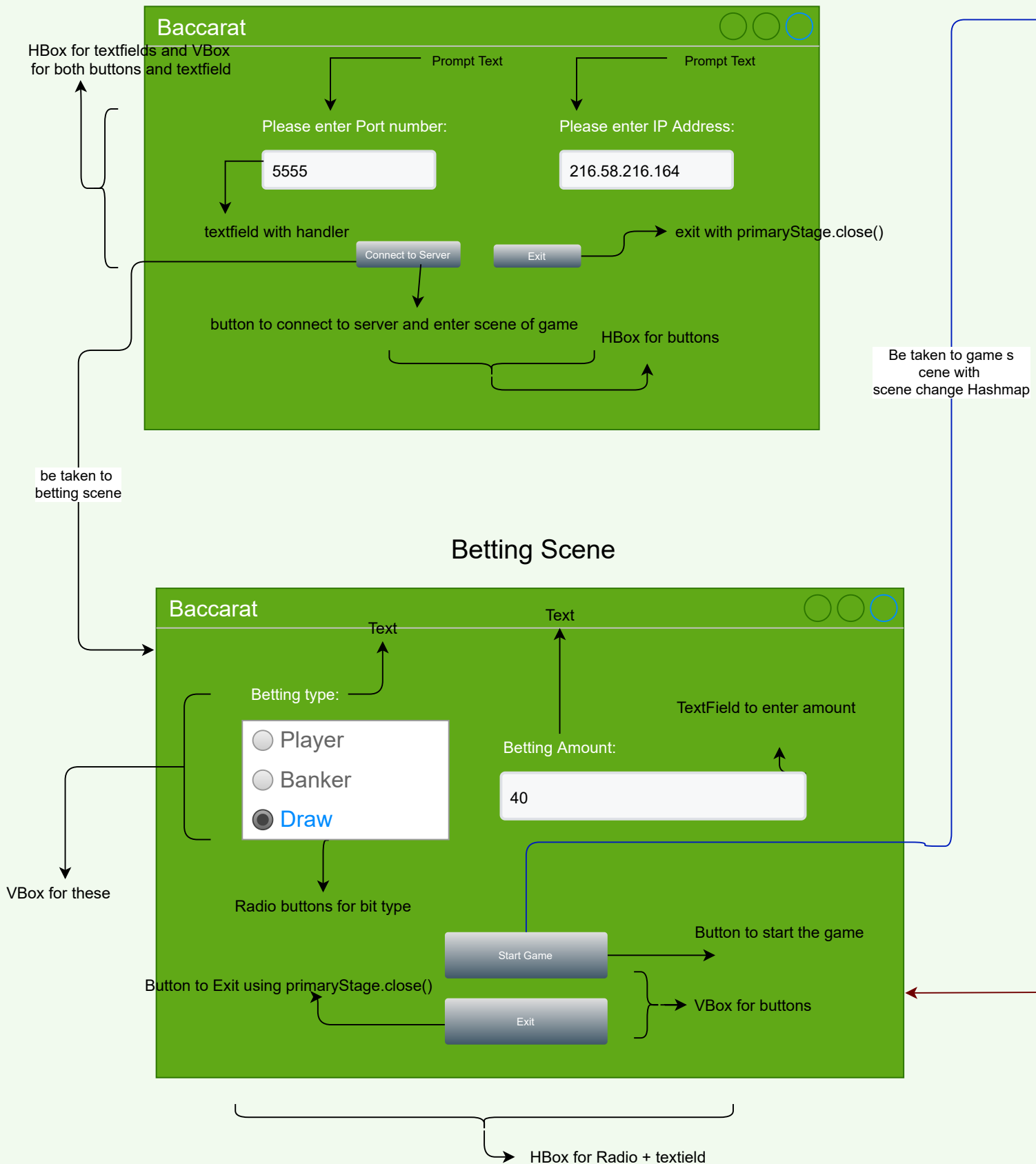


JavaFXTemplate
<ul style="list-style-type: none"> - portNumber, ipAddress: TextField - bettingAmount, currentWinnings: TextField - results: TextField
<ul style="list-style-type: none"> - connectToServer, exitBetting: Button - startGame, startNewGame: Button - exitGame, exit: Button
<ul style="list-style-type: none"> - resultsPmpt, currentWinningsPmpt: Text - playerPmpt, bankerPmpt: Text - bettingAmountPmpt, bettingTypePmpt: Text - portNumberPmpt, ipAddressPmpt: Text
<ul style="list-style-type: none"> - portAndIP, connectAndExit: HBox - bettingAmountAndRadio, resultsAndButtons: HBox - playerCards, bankerCards, bothPlayers: HBox
<ul style="list-style-type: none"> - textAndBut, bettingAmountAndField, startAndExit, RadioAndField: VBox - vboxBettingScene, startNewGameAndExit: VBox - resultsAndCurrentWinnings, ipPromAndText, portPromAndText: VBox - resultsPrmp, currentWinningsPrmp: VBox - info, pCards, bCards, gScene: VBox
<ul style="list-style-type: none"> - 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
<ul style="list-style-type: none"> - startNewGameHandler: EventHandler<ActionEvent> - leaveServerHandler: EventHandler<ActionEvent> - startGameHandler: EventHandler<ActionEvent> - connectToServerHandler: EventHandler<ActionEvent>
<ul style="list-style-type: none"> + start(primaryStage: Stage) + launch(args: String) + createPortIDScene(primaryStage: Stage) : Scene + createGameScene(primaryStage: Stage) : Scene + createBettingScene(primaryStage: Stage) : Scene - updateGameScene()

Port number + IP Scene (Intro)



Game Scene

