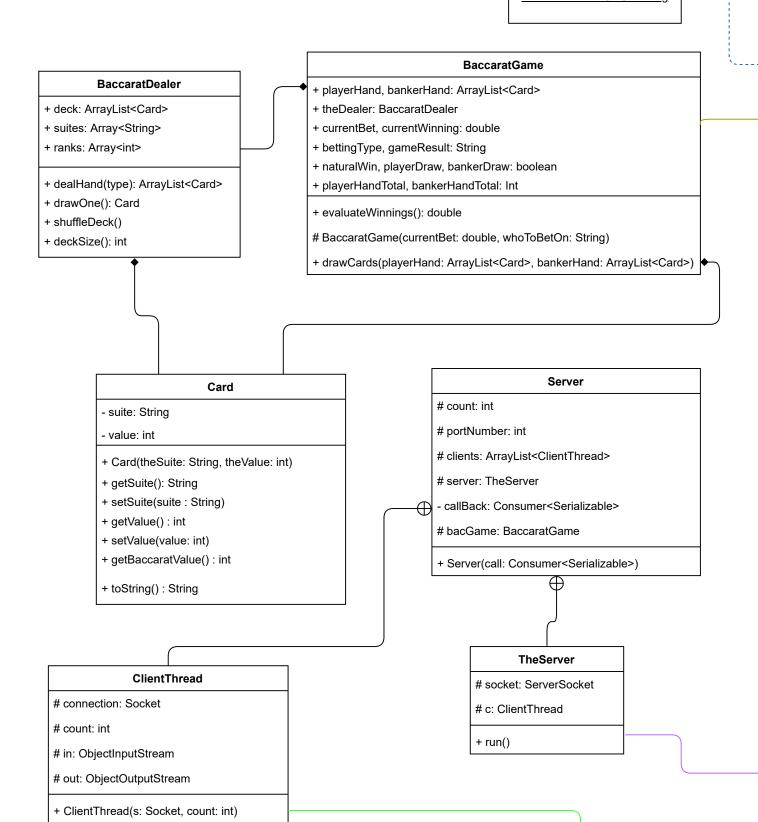
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Baccarat Server UML Diagram
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+ run()

+ send(clientInfo: BaccaratInfo)

# «interface» Serializable

- SERIALVERSIONUID: long



#### **BaccaratInfo**

### - SERIALVERSIONUID: long

+ whotToBetOn: String

+ bettingAmount: double

+ quit: Boolean

+ playerHand: ArrayList<String>

+ bankerHand: ArrayLlst<String>

+ naturalWin: Boolean

+ playerDrawCard: Boolean

+ bankerDrawCard: Boolean

+ totalWinnings: Double

+ currentWinnings: Double

+ gameResult: String

+ BaccaratInfo()

#### BaccaratGameLogic

- + whoWon(hand1: ArrayList<Card>, hand2: ArrayList<Card>): String
- + handTotal(hand: ArrayList<Card>): int
- + evaluateBankerDraw(hand: ArrayList<Card>, playerCard: Card): Boolean
- + evaluatePlayerDraw(hand ArrayLlst<Card>): Boolean

### **Application**

+ field: type

+ start(primaryStage: Stage)

+ launch(args: String)

### **JavaFXTemplate**

- PortNumberField: TextField- portNumberPromp: Text

buttons: HBoxportNumber: VBoxbutAndNumber: VBoxlistViewAndLeave: VBox

- startServer: Button - leaveServer: Button

- exit: Button

- startServerHandler: EventHandler<ActionEvent>

+ serverConnection: serverConnection - sceneMap: HashMap<String, Scene> - serverUpdates: ListView<String>

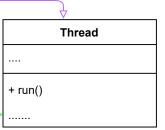
+ data: BaccaratInfo

+ launch(args: String)

+ start(primaryStage: Stage)

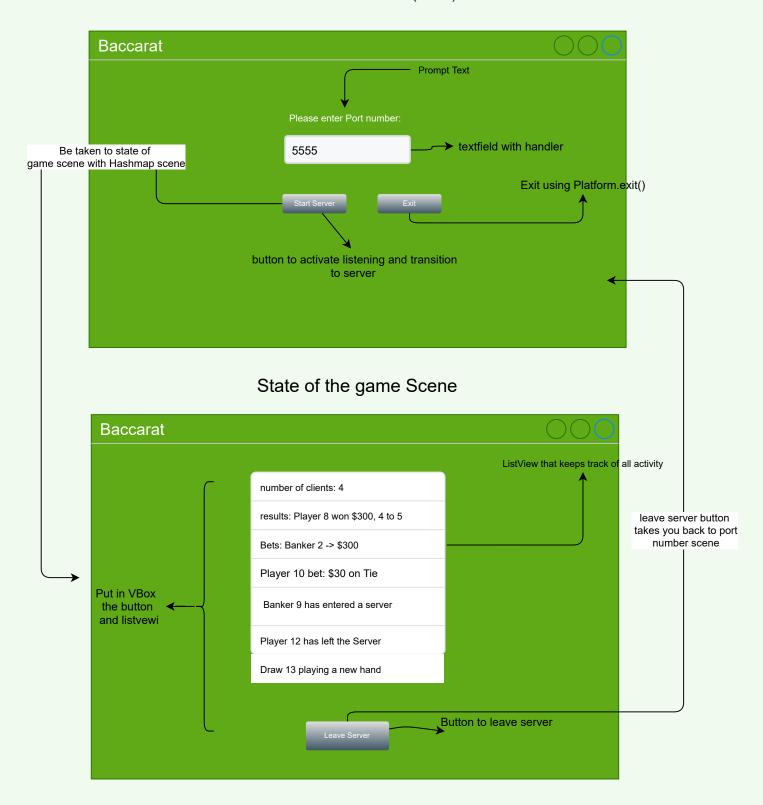
+ createPortNumberScene(primaryStage: Stage): Scene

+ gameInProgressScene(): Scene



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## Port number Scene (Intro)



# Game flow

