LXNP.400201.19 PP Card -suit: std::string -value: int -direction: QString Interface +GetValue(): int -BotsNumber: int +GetSuit(): std::sting -deck: Deck +SetCard(int, std::string): void -Players: std::shared ptr<std::vector<Entity*>> +GetDirection: QString -table: Table +Interface +Distribution: void **Table** +GetDeck(): Deck -DeskCards: std::shared_ptr<std::vector<Card>> +GetTable(): Table -balance: int +SetDeck(Deck): void +SetPlayers(): void +Table() +GetPlayers(): std::shared_ptr<std::vector<Entity*>> +GetDeskCards():std::shared_ptr<std::vector<Card>> +SetDeskCards(std::shared_ptr<std::vector<Card>>):void +ShowFlopp():void +ShowTern():void Deck +ShowRiver():void -deck: std::shared_ptr<std::vector<Card>> **QMainWindow** +GetDeck(): std::shared_ptr<std::vector<Card>> +SetDeck(): void +reshuffle(): void **Entity** MainWindow -card1: Card -card2: Card -interface: Interface -balance: int -startmenu: StartMenu -ui: UI::MaiWindow; +SetBalance(int): void +GetBalance(): int +SetBalance(int, Entity*): void +GetCard1(): Card +SetCard(Entity): void +GetCard2(): Card +StartingTasks(): void +SetCards(Card, Card): void +on StartGame clicked(): void +Raise(): virtual void +ExecWindow(): void +Call(): virtual void +GetNumber(): int +Check(): virtual void +Pass(): virtual void **Bot Player** +Raise(): void +Raise(): void +Call(): void +Call(): void +Check():void +Check():void +Pass(): void +Pass(): voiD +ChooseOption(): void ГУИР.400201.219 РР1 Macca Масштаб Дата № докум. Подп Диаграмма классов Разраб. Кочан Пров. Богдан Лист Листов 1 ЭВМ, гр. 250502