

Классы (аттрибуты)



int rank_
int suit_

GameSettings settings
std::vector<std::shared_ptr<IPlayer>> players
std::shared_ptr<IGameView> view
std::shared_ptr<IHandEvaluator> evaluator
std::unique_ptr<Deck> deck
GameState state
bool gameRunning

vector<Card> cards_

Классы (методы)



Card()
std::string toString()
int getRank()
int getSuit()
bool operator==()
bool operator!=()
bool operator<()

PokerGame()
void initialize()
void startGame()
void playRound()
void run()
GameSettings& getSettings()
const GameState& getState()
void setupPlayers()
void dealCards()
void postBlinds()
void bettingRound()
void revealCommunityCards()
void showdown()
void determineWinner()
void resetRound()
int getNextActivePlayer()
bool allPlayersActed()
void processAction()
void updateGameState()

Deck()
void shuffle()
Card draw()
void reset()
bool isEmpty()
const std::vector<Card>& getRemainingCards()
std::vector<Card> getRemainingCardsCopy()