



UI input button **Object ID in C++**
Raise RaiseBtn
Check CheckBtn
Fold FoldBtn
Call CallBtn
Raise RaiseBtn
play button PlayBtnClicked
Instructions button InstBtnClicked
spectator button SpectBtnClicked
quit button QuitBtnClicked
Player name entry box PlayerNameBox
Player ready button PlayerReadyBtn

Functions/ Algorithms
hasEqualHand Checks players cards
 have equal hand rank
has HighestHand Finds out which player
 has the highest rank card

 State/Process
 Buttons/Control

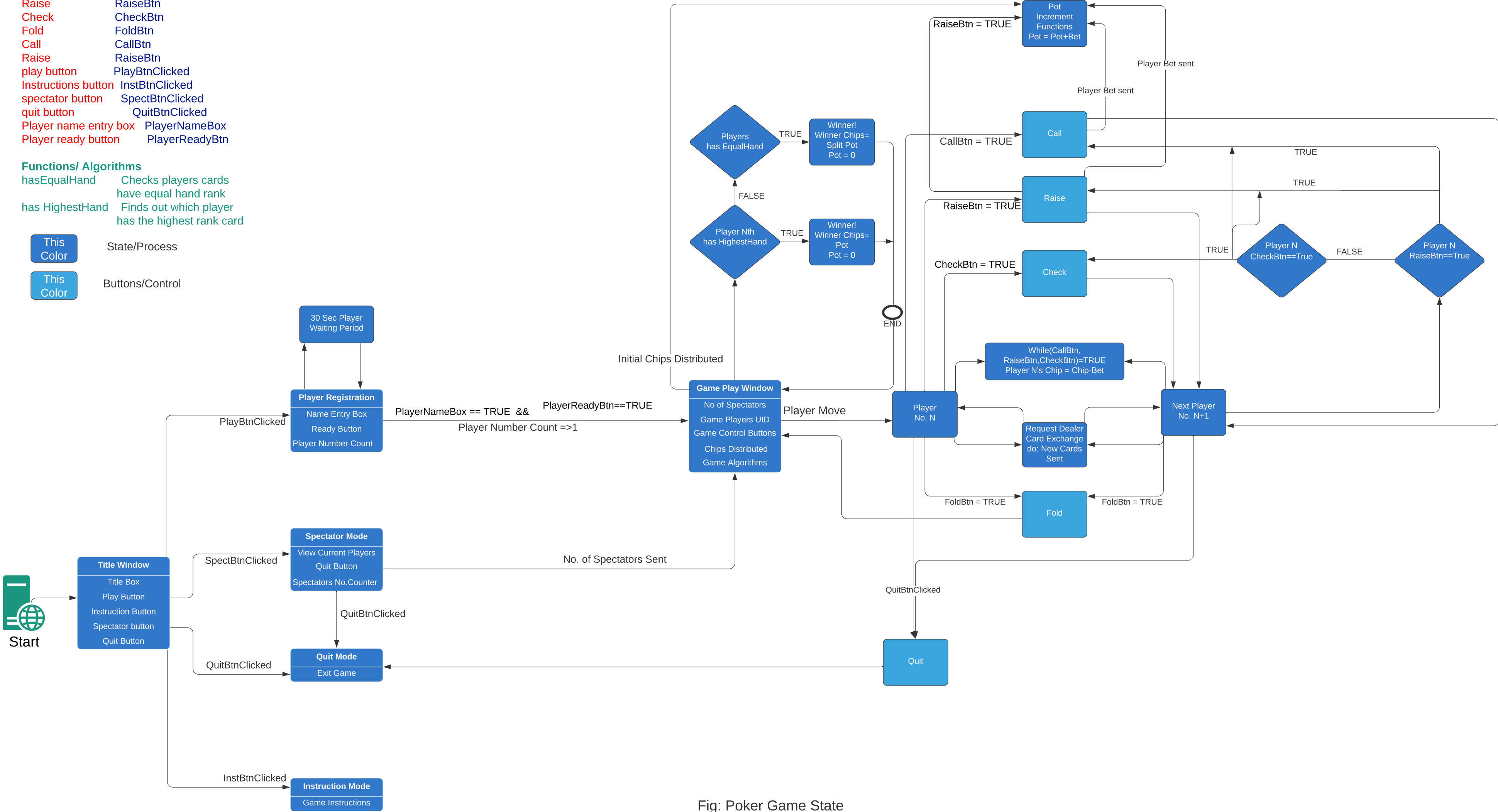


Fig: Poker Game State
Diagram-Group10