

Dealer Class Reference

Classes

class **NegativeNumber**

Public Member Functions

Dealer (int n)
void shuffle ()
void setPlayers (int n)
void setCards (Card *c)
void setMyCards (Card *mc)
void setRound (int r)
void initiateRound ()
int decideWinner ()
void completeRound ()
void dealPreflop ()
void dealFlop ()
void dealTurn ()
void dealRiver ()
int getPotAmount () const
int getInitContAmount () const
int getRound () const
Player * getPlayers () const
Card * getCards () const
int getNumPlayers () const
void displayCards (Card *cards)
void display ()

The documentation for this class was generated from the following files:

- /home/pete/Dropbox/ScanSnap/School/Byoungmo/2019 Spring/CSC17A/git-repos/LeeByoungmo_CSC_17a_44083/Proj/Proj2/texasHoldem_Ver7/**Dealer.h**
- /home/pete/Dropbox/ScanSnap/School/Byoungmo/2019 Spring/CSC17A/git-repos/LeeByoungmo_CSC_17a_44083/Proj/Proj2/texasHoldem_Ver7/Dealer.cpp