Dealer.h

```cpp
1  /*
2   * File:   Dealer.h
3   * Author: Byoung Mo Lee
4   * Created on May 17, 2019 09:08 AM
5   * Purpose: Texas Holdem
6   *
7   */
8  #ifndef DEALER_H
9  #define DEALER_H
10
11 #include <string>
12 #include "Card.h"
13 #include "Player.h"
14
15
16 using namespace std;
17
18 class Dealer{
19 private:
20     int potAmount;
21     int initialContributeAmount;
22     int round;
23     int numPlayers;
24     Player* players;
25     Card* cards;
26     Card* myCards;
27     void DeckOfCards();
28
29
30 public:
31     class NegativeNumber {};
32     Dealer();
33     ~Dealer() {}
34     Dealer(int n);
35     void shuffle();
36     void setPlayers(int n);
37     void setCards(Card* c) {cards=new Card [52]; cards=c;}
38     void setMyCards(Card* mc) {myCards=mc;}
39     void setRound(int r) {round=r;}
40     void initiateRound();
41     int decideWinner();
42     void completeRound();
43     void dealPreflop();
44     void dealFlop();
45     void dealTurn();
46     void dealRiver();
47     int getPotAmount() const {return potAmount;}
48     int getInitContAmount() const {return initialContributeAmount;}
49     int getRound() const {return round;}
50     Player* getPlayers() const {return players;}
51     Card* getCards() const {return cards;}
52     int getNumPlayers() const {return numPlayers;}
53     void displayCards(Card* cards);
54     void display();
55
56 };
57
58 //int Dealer::round=0;
59
60 #endif /* DEALER_H */
61
```