# Player.h

```cpp
1  /*
2   * File:   Player.h
3   * Author: Byoung Mo Lee
4   * Created on May 17, 2019 10:16 AM
5   * Purpose: Player Class for Texas Holdem
6   *
7   */
8
9  #ifndef PLAYER_H
10 #define PLAYER_H
11
12 #include <iostream>
13 #include <string>
14 #include "Card.h"
15 #include "Hands.h"
16
17 using namespace std;
18
19 class Player : public Hands  {
20 protected:
21     string name;
22     int balance;
23     int order;        //if(order==0) Big blind, if(order==1) small blind
24     int status;
25     Card* myCards;
26     Card* myFiveCards;
27     int hands;
28     int myPoints;
29
30 public:
31     Player() {setPlayer("",10000,0,1);myCards=new Card[7];}
32     ~Player() {}
33     void setPlayer(string n,int b, int o, int s) {name=n;balance=b;order=o;status=s;
34     void setMyCard(Card* mC) {myCards=new Card[7];myCards=mC;}
35     void setName(string n) {name=n;}
36     void setBalance(int b) {balance=b;}
37     void setOrder(int o) {order=o;}
38     void setStatus(int s) {status=s;}
39     string getName() const {return name;}
40     int getBalance() const {return balance;}
41     int getNumCards() const;
42     void updateMyHands();
43     int getMyHands() const;
44     Card* getMyFiveCards() const;
45     int getMyPoints() const;
46     int getOrder() const {return order;}
47     Card* getMycards() const {return myCards;}
48     int getStatus() const {return status;}
49     void putMoneyToPot(int m) {balance-=m;}
50     void takeMoneyFromPot(int m) {balance+=m;}
51     void resetMyCards() {delete [] myCards;myCards= new Card [7];}
52     void addCards(Card *c, int n); //mC=players.myCards, c=decked Cards, n=number
   of addition
53     void displayMyFiveCards();
54
55 };
56
57 #endif /* PLAYER_H */
58
```

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