Player Class Reference

Inheritance diagram for Player:

[legend]
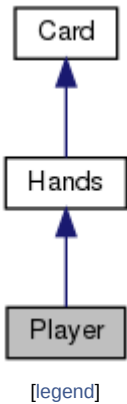
Collaboration diagram for Player:

[legend]
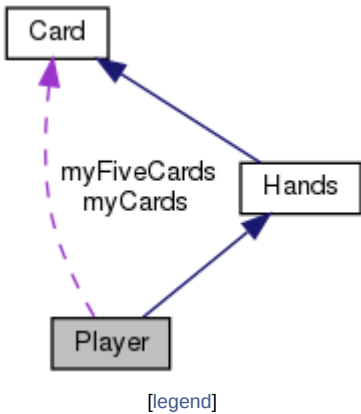
Public Member Functions

void	**setPlayer** (string n, int b, int o, int s)	
void	**setMyCard** (**Card** *mC)	
void	**setName** (string n)	
void	**setBalance** (int b)	
void	**setOrder** (int o)	
void	**setStatus** (int s)	
string	**getName** () const	
int	**getBalance** () const	
int	**getNumCards** () const	
void	**updateMyHands** ()	
int	**getMyHands** () const	
Card *	**getMyFiveCards** () const	
int	**getMyPoints** () const	
int	**getOrder** () const	
Card *	**getMycards** () const	

int	**getStatus** () const
void	**putMoneyToPot** (int m)
void	**takeMoneyFromPot** (int m)
void	**resetMyCards** ()
void	**addCards** (**Card** *c, int n)
void	**displayMyFiveCards** ()

▸ **Public Member Functions inherited from Hands**

▸ **Public Member Functions inherited from Card**

Protected Attributes

string	**name**
int	**balance**
int	**order**
int	**status**
Card *	**myCards**
Card *	**myFiveCards**
int	**hands**
int	**myPoints**

▸ **Protected Attributes inherited from Card**

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

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