

## Hands.h

```
1  /*
2  * File:   Hands.h
3  * Author: Byoung Mo Lee
4  * Created on May 18, 2019 20:43 PM
5  * Purpose: Hands Class for Texas Holdem
6  *
7  */
8
9
10 #ifndef HANDS_H
11 #define HANDS_H
12
13 #include "Card.h"
14
15
16
17 class Hands : public Card{
18 public:
19     Hands();
20     Hands(const Hands& orig);
21     virtual ~Hands() {}
22     void getInformation(Card* );
23     int checkStraight(const int* const*, int);
24     int isFlush(Card* );
25     void checkFaceHands(Card*,int);
26     void setHands(Card*,int );
27     void displayFiveCards(Card*, int);
28     Card* getFiveCards(Card* c,int n) {setHands(c, n);return fiveCards;}
29     int getHands(Card* c,int n) {setHands(c,n);return hands;}
30     //void displayInformation();
31 private:
32     Card* fiveCards; //select 5 of 7
33     int hands;
34     struct{
35         int** faceSum;
36         int faceRow;
37         int** suitSum;
38         int suitRow;
39     };
40 };
41
42 #endif /* HANDS_H */
43
44 // hands=0: Highcard
45 // hands=1: One Pair
46 // hands=2: Two Pair
47 // hands=3: Three of a card
48 // hands=4: Straight
49 // hands=5: Flush
50 // hands=6: Full house
51 // hands=7: Four of a card
52 // hands=8: Straight Flush
```