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History



52 lines (41 sloc) 1.16 KB

```
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 <list>
15 #include "Card.h"
16
17
18 using namespace std;
19
20 class Player {
21 private:
22     string name;
23     int balance;
24     int inThePot;
25     bool active;
26     list<Card> myCards;
27
28 public:
29     Player();
30     ~Player() {}
31     void setPlayerName(string name) {this->name=name;}
32     void setPlayerBal() {this->balance=1000;}
33     void addMyCards(Card card);
34     void setPlayerAct() {this->active=1;}
35     string getName() const {return this->name;}
36     int getBalance() const {return this->balance;}
37     int getPlayerAct() {return this->active;}
38     list<Card> getMyCards() {return this->myCards;}
39     void bet(int amount) {this->balance -=amount;this->inThePot +=amount;}
40     void setPlayerInact() {this->active=0;}
41     void setInThePot() {this->inThePot=0;}
42     int putInThePot() {return this->inThePot;}
43     bool getActStatus() {return this->active;}
44     void addBal(int pot) {this->balance += pot;}
45     void resetMyCards() {this->myCards.clear();}
46
47
48 };
49
50 #endif /* PLAYER_H */
51
```