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LeeByoungmo_CIS_17c_47698 / **Proj** / **texasHoldem_17C_Ver1.3** / **Dealer.h**

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75 lines (65 sloc)　1.81 KB

```cpp
/*
 * File:   Dealer.h
 * Author: Byoung Mo Lee
 * Created on May 17, 2019 09:08 AM
 * Purpose: Texas Holdem
 *
 */
#ifndef DEALER_H
#define DEALER_H

#include <string>
#include "Hands.h"


using namespace std;

class Dealer{
private:
    int potAmount;
    int initialContributeAmount;
    int nRound;   //static
    int numPlayers;
    int bigBlind;
    int smallBlind;
    Hands* players;
    Card* deck[52];
    void DeckOfCards();


public:
    //class NegativeNumber {};
    Dealer(int num);
    ~Dealer() {}
    void shuffle();
    void setPlayers(int num);
    void setCards() {this->DeckOfCards();}
    void setBlind();
    int getBigBlind(){return this->bigBlind;}
    int getSmallBlind(){return this->smallBlind;}
    //void setMyCards(Card* mc) {myCards=mc;}
    void setRound() {this->nRound=0;}
    //void initiateRound();
    //int decideWinner();
    //void completeRound();
    void preflop();
    void flop();
    void turn();
    void river();
    //int getPotAmount() const {return potAmount;}
    //int getInitContAmount() const {return initialContributeAmount;}
    int getRound() const {return this->nRound;}
```

```cpp
52        Hands* getPlayers() const {return players;}
53        Card** getDeck() {return this->deck;}
54        int getNumPlayers() const {return numPlayers;}
55        //void displayCards(Card* cards);
56        void displayPlayersInfo(int num);
57        int bettingPrompt1();
58        void setIniCont(int num) {this->initialContributeAmount=num;}
59        int bettingPrompt2(int num, int amount);
60        int bettingPrompt3(int num, int amount);
61        int getPotAmount() {return this->potAmount;}
62        int getNumAct();
63        int decideWinner();
64        void calBal();
65        void resetPot(){this->potAmount=0;}
66        int resetGame();
67        void nextRound() {this->nRound++;}
68        int getRound() {return this->nRound;}
69    };
70
71    //int Dealer::round=0;
72
73    #endif /* DEALER_H */
74
```