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

libmo No commit message

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68 lines (57 sloc)　1.29 KB

```
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 <map>
14   #include "Player.h"
15
16   using namespace std;
17
18
19   class Hands : public Player{
20   private:
21       int hands;
22       string handsName;
23       multimap<int,int, greater<int>> faces;
24       map<int,int,greater<int>> suits;
25       int isStraight;
26       int isFlush;
27       int isPair;
28       int isStFl;
29
30   public:
31       //Default constructor
32       Hands();
33       Hands(const Hands& orig);
34       virtual~Hands(){
35
36       }
37       void setFaces();
38       void setSuits();
39       void checkStraight();
40       multimap<int,int,greater<int>> getFaces(){return this->faces;}
41       map<int,int,greater<int>> getSuits() {return this->suits;}
42       int getHands();
43       string getHandsName();
44       void resetHands(){
45           this->resetMyCards();
46           this->faces.clear();
47           this->suits.clear();
48           this->hands=0;
49           this->handsName="";
50           this->isStraight=0;
51           this->isFlush=0;
```

```
52            this->isPair=0;
53            this->isStFl=0;
54        }
55    };
56
57    #endif /* HANDS_H */
58
59    // hands=0: Highcard
60    // hands=1: One Pair
61    // hands=2: Two Pair
62    // hands=3: Three of a card
63    // hands=4: Straight
64    // hands=5: Flush
65    // hands=6: Full house
66    // hands=7: Four of a card
67    // hands=8: Straight Flush
```