

Hands Member List

This is the complete list of members for **Hands**, including all inherited members.

addBal (int pot)	Player	<input type="button" value="inline"/>
addMyCards (Card card)	Player	
bet (int amount)	Player	<input type="button" value="inline"/>
checkStraight ()	Hands	
getActStatus ()	Player	<input type="button" value="inline"/>
getBalance () const	Player	<input type="button" value="inline"/>
getFaces ()	Hands	<input type="button" value="inline"/>
getHands ()	Hands	
getHandsName ()	Hands	
getMyCards ()	Player	<input type="button" value="inline"/>
getName () const	Player	<input type="button" value="inline"/>
getPlayerAct ()	Player	<input type="button" value="inline"/>
getSuits ()	Hands	<input type="button" value="inline"/>
Hands ()	Hands	
Hands (const Hands &orig)	Hands	
Player ()	Player	
putInThePot ()	Player	<input type="button" value="inline"/>
resetHands ()	Hands	<input type="button" value="inline"/>
resetMyCards ()	Player	<input type="button" value="inline"/>
setFaces ()	Hands	
setInThePot ()	Player	<input type="button" value="inline"/>
setPlayerAct ()	Player	<input type="button" value="inline"/>
setPlayerBal ()	Player	<input type="button" value="inline"/>
setPlayerInact ()	Player	<input type="button" value="inline"/>
setPlayerName (string name)	Player	<input type="button" value="inline"/>
setSuits ()	Hands	
~Hands ()	Hands	<input type="button" value="inline"/>
~Player ()	Player	<input type="button" value="inline"/>