

Dealer Class Reference

```
#include <Dealer.h>
```

Public Member Functions

Dealer (int num)
~Dealer ()
void shuffle ()
void setPlayers (int num)
void setCards ()
void setBlind ()
int getBigBlind ()
int getSmallBlind ()
void setRound ()
void preflop ()
void flop ()
void turn ()
void river ()
int getRound () const
Hands * getPlayers () const
Card ** getDeck ()
int getNumPlayers () const
void displayPlayersInfo (int num)
int bettingPrompt1 ()
void setIniCont (int num)
int bettingPrompt2 (int num, int amount)
int bettingPrompt3 (int num, int amount)
int getPotAmount ()
int getNumAct ()
int decideWinner ()
void calBal ()
void resetPot ()
int resetGame ()
void nextRound ()
int getRound ()

Detailed Description

Definition at line **17** of file **Dealer.h**.

Constructor & Destructor Documentation

◆ Dealer()

```
Dealer::Dealer ( int num )
```

Definition at line **14** of file **Dealer.cpp**.

Here is the call graph for this function:

◆ ~Dealer()

```
Dealer::~Dealer ( )
```

inline

Definition at line **33** of file **Dealer.h**.

Member Function Documentation

◆ bettingPrompt1()

```
int Dealer::bettingPrompt1 ( )
```

Definition at line **227** of file **Dealer.cpp**.

◆ bettingPrompt2()

```
int Dealer::bettingPrompt2 ( int num,  
                             int amount  
                             )
```

Definition at line **282** of file **Dealer.cpp**.

◆ bettingPrompt3()

```
int Dealer::bettingPrompt3 ( int num,  
                             int amount  
                             )
```

Definition at line **324** of file **Dealer.cpp**.

◆ calBal()

```
void Dealer::calBal ( )
```

Definition at line **402** of file **Dealer.cpp**.

Here is the call graph for this function:

◆ decideWinner()

```
int Dealer::decideWinner ( )
```

Definition at line **384** of file **Dealer.cpp**.

◆ displayPlayersInfo()

```
void Dealer::displayPlayersInfo ( int num )
```

Definition at line **137** of file **Dealer.cpp**.

Here is the call graph for this function:

Here is the caller graph for this function:

◆ flop()

```
void Dealer::flop ( )
```

Definition at line **188** of file **Dealer.cpp**.

◆ getBigBlind()

```
int Dealer::getBigBlind ( )
```

inline

Definition at line **38** of file **Dealer.h**.

Here is the caller graph for this function:

◆ getDeck()

```
Card** Dealer::getDeck ( )
```

inline

Definition at line **53** of file **Dealer.h**.

◆ getNumAct()

```
int Dealer::getNumAct ( )
```

Definition at line **375** of file **Dealer.cpp**.

Here is the caller graph for this function:

◆ getNumPlayers()

```
int Dealer::getNumPlayers ( ) const
```

inline

Definition at line **54** of file **Dealer.h**.

◆ getPlayers()

```
Hands* Dealer::getPlayers ( ) const
```

inline

Definition at line **52** of file **Dealer.h**.

◆ getPotAmount()

int Dealer::getPotAmount ()

inline

Definition at line **61** of file **Dealer.h**.

◆ getRound() [1/2]

int Dealer::getRound ()

inline

Definition at line **68** of file **Dealer.h**.

◆ getRound() [2/2]

int Dealer::getRound () const

inline

Definition at line **51** of file **Dealer.h**.

◆ getSmallBlind()

int Dealer::getSmallBlind ()

inline

Definition at line **39** of file **Dealer.h**.

Here is the caller graph for this function:

◆ nextRound()

void Dealer::nextRound ()

inline

Definition at line **67** of file **Dealer.h**.

◆ preflop()

void Dealer::preflop ()

Definition at line **171** of file **Dealer.cpp**.

◆ resetGame()

```
int Dealer::resetGame ( )
```

Definition at line **409** of file **Dealer.cpp**.

◆ resetPot()

```
void Dealer::resetPot ( )
```

inline

Definition at line **65** of file **Dealer.h**.

Here is the caller graph for this function:

◆ river()

```
void Dealer::river ( )
```

Definition at line **214** of file **Dealer.cpp**.

◆ setBlind()

```
void Dealer::setBlind ( )
```

Definition at line **131** of file **Dealer.cpp**.

◆ setCards()

```
void Dealer::setCards ( )
```

inline

Definition at line **36** of file **Dealer.h**.

◆ setIniCont()

```
void Dealer::setIniCont ( int num )
```

inline

Definition at line **58** of file **Dealer.h**.

◆ setPlayers()

```
void Dealer::setPlayers ( int num )
```

Definition at line **122** of file **Dealer.cpp**.

Here is the call graph for this function:

◆ setRound()

```
void Dealer::setRound ( )
```

inline

Definition at line **41** of file **Dealer.h**.

◆ shuffle()

```
void Dealer::shuffle ( )
```

Definition at line **157** of file **Dealer.cpp**.

◆ turn()

```
void Dealer::turn ( )
```

Definition at line **201** of file **Dealer.cpp**.

The documentation for this class was generated from the following files:

- **Dealer.h**
- **Dealer.cpp**