#### **Dealer Class Reference**

#include <Dealer.h>

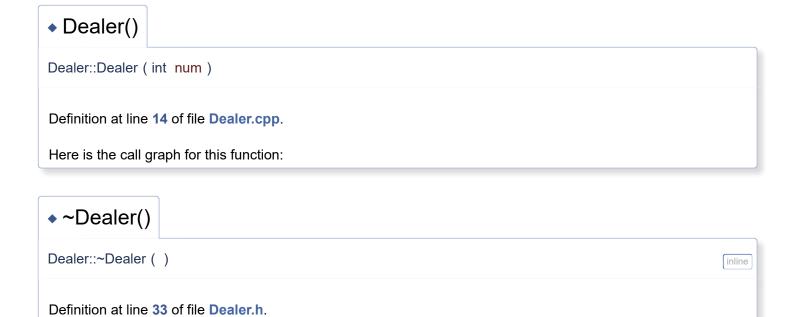
#### **Public Member Functions**

	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



#### **Member Function Documentation**

```
◆ bettingPrompt1()
int Dealer::bettingPrompt1 ( )
Definition at line 227 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:

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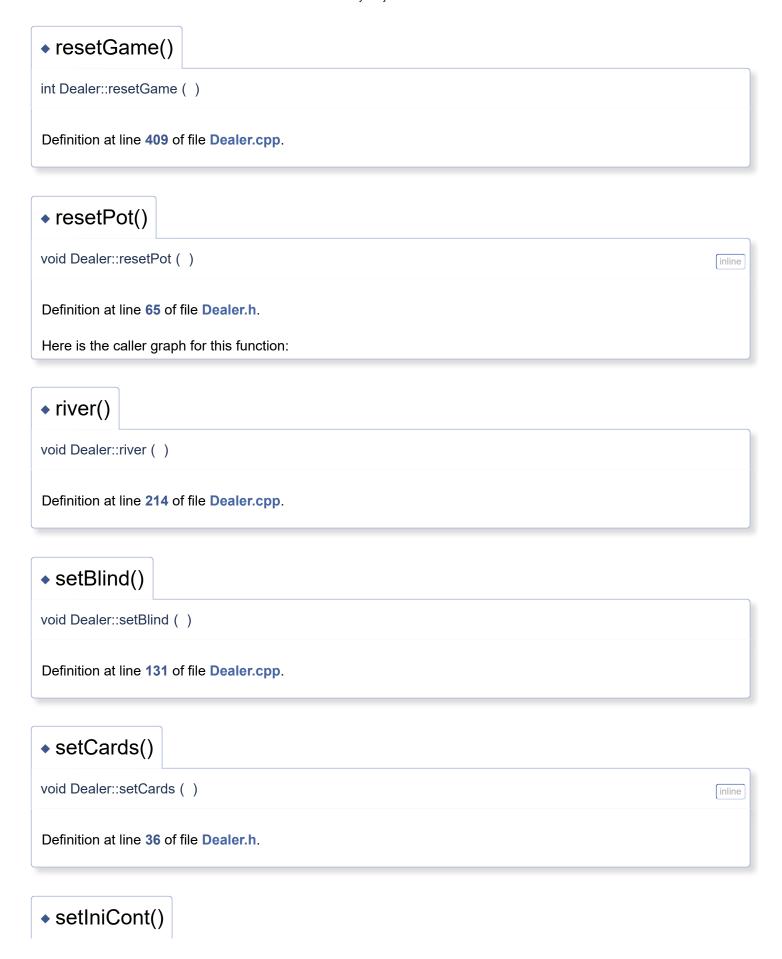
## • flop()

void Dealer::flop ( )

Definition at line 188 of file Dealer.cpp.









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

- · Dealer.h
- Dealer.cpp

