Design Document

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SE 2XA3

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Revision History

Table 1: Revision History

Developer	Date	Change	Revision
Nareshkumar Maheshkumar	Dec 4 2015	Revised 3.4, 4.8 and 5.8 in the Requirements Document	4
Hui Chen	Dec 2 2015	Revised: Fixed the numbering in 3.3 and 3.4 in the Requirements Document	3
Sam Hamel	Dec 2 2015	Revised: Number the Functional Requirements in the Requirements Document	2
Sam Hamel	Nov 6 2015	Edit and Proofread Revision 1	1
Nareshkumar Maheshkumar	Nov 6 2015	Design Document Revision 1 Finished	1
Hui Chen	Nov 6 2015	Update MIS Section	1
Nareshkumar Maheshkumar	Nov 4 2015	Edit and Proofread Revision 0	0
Sam Hamel	Nov 4 2015	Design Document Revision 0 Finished	0
Hui Chen	Nov 2 2015	Started Design Document	0

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1 Module Guide For No Limit Texas HoldEm Program(NLTP)

1.1 Introduction

No Limit Texas HoldEm program follows model decomposition based on the principle of information hiding laid out by Parnas. The system is designed to be adaptable because possilbe future changes have been accounted for in the form of secrets. This flexibility will allow for easy revision control and will allow developers to quickly modify the program as needed. This design document includes in it a module guide (MG) of the system which gives a brief overview of the modules and allows both designers and maintainers to easily identify the parts of the software. The MG directly relates to the SRS with each requirement being fulfilled by either one module or the conjuction of several modules. For greater detail of the modules and what is needed to implement them there is the Module Interface Specifications (MIS), while the shedule of when these modules will be implemented is included in the Gantt and Pert charts.

1.2 Anticipated and Unlikely Changes

1.2.1 Anticipated Changes

AC1: The specific hardware on which the software is running
AC2: The algorithm used for hand ranking
AC3: The deck shuffling algorithm
AC4: The card distribution methods
AC5: The pot/chip distribution methods
AC6: AIOpponent chip betting methods

1.2.2 Unlikely Changes

UC1: Input/Output devices (Input: File and/or Mouse, Output: File, Memory, and/or Screen).
UC2: The algorithm to calculate hand strength will always use the input from players hand and community card
UC3: The game will always end when a player runs out of chips
UC4: Any change to game state are always display to output devices
UC5: Algorithm used to calculate AIOpponents action are defined using

the parameters defined in the player and pot module

2 Module Hierarchy

This section provides an overview of the module design. Modules are summarized in a hierarchy decomposed by secrets in Table 1. The modules listed below, which are leaves in the hierarchy tree, are the modules that will actually be implemented.

M1: TexasHoldEm
M2: Pot
M3: Game
M4: Hand
M5: Deck
M6: Player
M7: AIOpponent
M8: Card
M9: ResourceParser
M10: AboutFrame

Table 2: Module Hierarchy

Level 1	**Level 2**
Hardware Hiding	
Behaviour-Hiding Module	TexasHoldEm Module
	Pot Module
	Game Module
	ResourceParser Module
	AboutFrame Module
Software Decision	Hand Module
	Deck Module
	Player Module
	AIOpponent Module
	Card Module

3 Connection Between Requirements and Design

The design of the system is intended to satisfy the requirements specified in the SRS. The system is decomposed into modules, and the connection between requirements and modules is listed in Table 3.

4 Module Decomposition

4.1 Hardware Hiding Module

Services: Includes programs that provide externally visible behavior of the system as specified in the software requirements specification (SRS) documents. This module serves as a communication layer between the hardware-hiding module and the software decision module. The programs in this module will need to change if there are changes in the SRS.
Secrets: The contents of the required behaviors.
Implemented By:

4.2 Behaviour-Hiding Module

Services: Includes data structure and algorithms used in the system that do not provide direct interaction with the user.
Secrets: The design decision based on mathematical theorems, physical facts, or programming considerations. The secrets of this module are not described in the SRS.
Implemented By:

4.2.1 Texas Holdem Module

Services: Displays GUI

Secrets: GUI implementation

Implemented by: NLTP

4.2.2 Pot Module

Services: Keeps track of chips in pot, and distributes chips to players

Secrets: Method of distributing chips

Implemented by: NLTP

4.2.3 Game module

Services: Manages the state of the game
Secrets: How the game transitions between states
Implemented by: NLTP

4.2.4 ResourceParser Module

Services: Parses the rules and game info from text files
Secrets: The values of the parsed text stored as string variables
Implemented by: NLTP

4.2.5 AboutFrame Module

Services: Sets text for Rules and App Info(Help) page
Secrets: GUI and implementation for menu contents(Rules and App info)
Implemented by: NLTP

4.3 Software Decision Module

4.3.1 Hand Module

Services: Keeps track players cards, and calculates hand ranking

Secrets: Algorithm for calculating ranking of cards

Implemented by: NLTP

4.3.2 Deck Module

Services: stores, shuffles and distributes cards
Secrets: Method of card distribution
Implemented by: NLTP

4.3.3 Player Module

Services: lets user fold/bet

Secrets: Method of betting/folding

Implemented by: NLTP

4.3.4 AIOpponnent Module

Services: Lets AI fold/bet

Secrets: Algorithm for calculating whether to bet/fold

Implemented by: NLTP

4.3.5 Card Module

Services: object that represents playing cards

Secrets: Card Contructor

Implemented by: NLTP

5 MIS of TexasHoldEm Module

5.1 Exported Access Programs

Table 3: Exported Access Programs for TexasHoldEm Module

Name	In	Out	Exceptions
displayError()	int	-	Exception*
paint()	Graphic	-	-
save()	-	text file	FileNotFoundException
load()	text file	-	FileNotFoundException
actionPerformed()	ActionEvent	-	-

* all possible exceptions will be included, including but not limited to, FileNotFoundException and NullPointerException

5.2 Interface Semantics

5.2.1 State Variables

5.2.2 Environment Variables

path:Location of the directory to be searched for when saving or loading the save file imagePath: Location of the directory to be searched for images of cards

5.2.3 Assumption

load() cannot be called without save() being called once before

5.2.4 Access Program Semantics

Main will populate the game window by instantiating the frame that is within TexasHoldEm module which will add all the components such as buttons, and uses paint() to populate the window with image of cards from environment variable imagePath and other simple graphics and colour for background. The save() will look for a save file in path. If it exists, it will overwrite it, if not, save() will create a new file. Load() will look for a save file in path and load all necessary data into the game and use Game module to modify the data for the affected modules. actionPerformed() will read the button input and call methods within Pot module based on its corresponding button.
displayError():

Input - Parameter of int type
transition - Displays an error corresponding to the input

6 MIS of Pot Module

6.1 Exported Access Programs

Table 4: Exported Access Programs for Pot Module

Name	In	Out	Exceptions
anti()	-	-	-
call()	-	-	-
raise()	int	-	-
fold()	-	-	-
getBet()	-	int	NullPointerException
getPot()	-	int	-
roundEndEvaluate()	-	-	-

6.2 Interface Semantics

6.2.1 State Variables

pot:int
bet:int
player1:Player
player2:Player

6.2.2 Environment Variables

6.2.3 Assumption

6.2.4 Access Program Semantics

anti uses the Player module to modify both players' chips and also modifies the state variable pot by the same amount taken from player's chips. Call() and raise() uses the Player module to modify corresponding player's chips by the amount read by TexasHoldEm module. Fold() uses the Game module to modify the corresponding playerFolded parameter and also uses Player module to modify the amount of chips lost or gained. roundEndEvaluate()

uses Player module to modify the amount of chips and uses the Game module to initialize a new round.
getPot():
Input - No input required
Output - Returns the value corresponding to the parameter pot
getBet():
Input - No input required
Output - Returns the value corresponding to the parameter bet

7 MIS of Game Module

7.1 Exported Access Programs

Table 5: Exported Access Programs for Game Module

Name	In	Out	Exceptions
playerSwitch()	-	-	-
deal()	-	-	-
nextCard()	-	-	-
isEndGame()	-	boolean	-
roundEnd()	-	-	-
player1Folded()	-	boolean	-
player2Folded()	-	boolean	-

7.2 Interface Semantics

7.2.1 State Variables

currentPlayer:int
Deck: list of Cards
player1: Player
player2: Player
endGame: boolean
player1Fold: boolean
player2Fold: boolean

7.2.2 Environment Variables

7.2.3 Assumption

7.2.4 Access Program Semantics

roundEnd() will call upon methods in Pot to evaluate, distribute the pot to the players and modify the parameters Deck, endGame, currentPlayer and each Player's hand by initializing the corresponding parameters as their default value or distribute new cards to the players.
playerSwitch():
Input - No input required
transition - modify currentPlayer between 2 values
deal():
Input - No input required
Output - Populates the Player hand variable
nextCard():
Input - No input required
Output - Modifies both players' hands by adding the same additional card to each hand
isEndGame():
Input - No input required
Output - boolean value corresponding to the value of parameter endGame
player(1/2)Folded():
Input - No input required
Output - boolean value corresponding to the value of their respective parameters

8 MIS of ResourceParser Module

8.1 Exported Access Programs

Table 6: Exported Access Programs for ResourceParser Module

Name	In	Out	Exceptions
readFile()	String	String	IOException*
parseHelp()	-	String	IOException
parseRule()	-	String	IOException

8.2 Interface Semantics

8.2.1 State Variables

8.2.2 Environment Variables

help:The parsed help textpage stored as a string
rule: The parsed rule textpage stored as a string

8.2.3 Assumption

8.2.4 Access Program Semantics

ResourceParser will read a textfile using BufferedReader() and parse the textfile. Using parseHelp(), it will store the parsed textfile of the help page into a string variable help. Using parseRule(), it will store the parsed textfile of the rules page into a string variable rule.
Input - Text File
Output - Help and Rule textfiles are parsed and output is stored inside string variables

9 MIS of AboutFrame Module

9.1 Interface Semantics

9.1.1 State Variables

9.1.2 Environment Variables

9.1.3 Assumption

9.1.4 Access Program Semantics

AboutFrame will use ResourceParser() and use the text stored inside the variables, help and rule from ResourceParser(), and via startOnHelp() and startOnRule() from AboutFrame, display the parsed text in textboxes
Input - User selection
Output - Rules and Help text displayed in textboxes

10 MIS of Deck Module

10.1 Exported Access Programs

Table 7: Exported Access Programs for Deck Module

Name	In	Out	Exceptions
setDeck()	-	-	-
Shuffle()	-	Deck	-

10.2 Interface Semantics

10.2.1 State Variables

Deck: list of cards

10.2.2 Environment Variables

10.2.3 Assumption

Card module is created before Deck module

10.2.4 Access Program Semantics

setDeck:
Input - No input required
Output - Populates the Deck with Cards
Shuffle: **Input** - No input required
Transition - Modifies the Deck so that it is randomized

11 MIS of Card Module

11.1 Exported Access Programs

11.2 Interface Semantics

11.2.1 State Variables

rank:int
suit:char

Table 8: Exported Access Programs for Card Module

Name	In	Out	Exceptions
getRank()	-	int	DNE
getSuit()	-	char	DNE

11.2.2 Environment Variables

11.2.3 Assumption

11.2.4 Access Program Semantics

Get:
Input - No input required
Output - return value of corresponding parameter

12 MIS of Player Module

12.1 Exported Access Programs

Table 9: Exported Access Programs for Player Module

Name	In	Out	Exceptions
getChips()	-	-	-
gainChips()	int	-	-
loseChips()	int	-	EMPTY
getHand()	-	Hand	NullPointerException
setHand()	Hand	-	-

12.2 Interface Semantics

12.2.1 State Variables

chips:int
Hand: list of Cards

12.2.2 Environment Variables

12.2.3 Assumption

getHand() can only be called after setHand()

12.2.4 Access Program Semantics

Get:
Input - No input required
Output - Each Get method will return value of the corresponding parameter
setHand:
Input - Input will take parameter Hand
Transition - Modifies the state of Hand
(gain/lose)Chips:
Input - Input will take parameter of int type
Transition - Modifies the state of chips

13 MIS of AIOpponent Module

13.1 Exported Access Programs

Table 10: Exported Access Programs for AIOpponent Module

Name	In	Out	Exceptions
getAction()	-	-	-

13.2 Interface Semantics

13.2.1 State Variables

13.2.2 Environment Variables

13.2.3 Assumption

getAction is only called when it gets to its turn in the Game module

13.2.4 Access Program Semantics

getAction will determine the move the AI will take by evaluating the current state of the board and its current Hand, and will call upon the Game module for its action.

14 MIS of Hand Module

14.1 Exported Access Programs

Table 11: Exported Access Programs for Hand Module

Name	In	Out	Exceptions
evaluate()	Hand	int	-
getStrength()	-	int	-
myHand()	-	String	-

14.2 Interface Semantics

14.2.1 State Variables

hand: list of Cards
strength: int

14.2.2 Environment Variables

14.2.3 Assumption

evaluate() is only called when roundEnd() or player1Folded() or player2Folded() from game is called.

14.2.4 Access Program Semantics

getStrength():
Input - No input required
Output - Returns value of parameter strength
myHand():
Input - No input required
Output - Returns the Cards in hand

evaluate():

15 Use Hierarchy

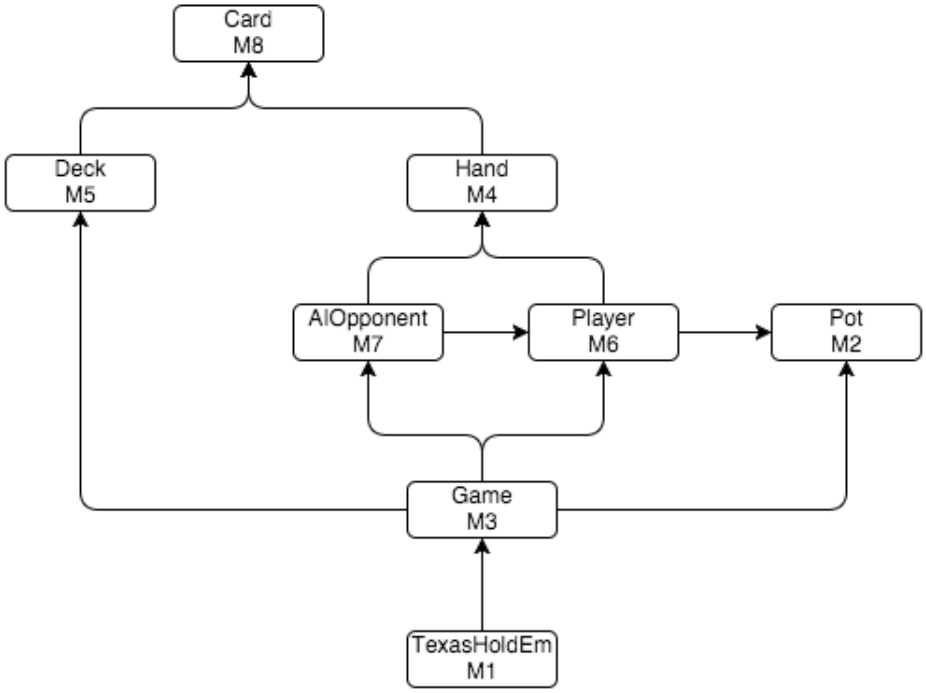

Figure 1: Use Hierarchy Diagram

16 Traceability Matrix

Table 12: Traceability Matrix Between the Module And Requirements

Requirements	Modules
R1	N/A
R2	M1
R3	M2,M6,M7
R4	M2,M3
R5	M6,M7
R6	M4,M8
R7	M3
R8	M2
R9	M2
R10	M2,M3

Table 13: Traceability Matrix Between Anticipated Changes And Requirements

Anticipated Changes(AC)	Modules
AC1	N/A
AC2	M4
AC3	M5
AC4	M8
AC5	M2
AC6	M7

17 Schedule

Table 14: Detailed Timeline

Task	Finish Date
Texas Hold 'Em Module	November 10
Game and Deck Modules	November 11
All other modules	November 12
Revision 0 Demonstration	November 19
Final Demo	December 1
Peer Evaluation and December 3	
Final Doc	December 8

18 Gantt Chart

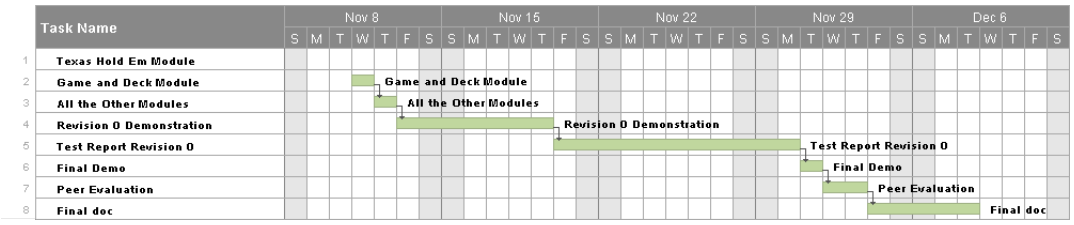

Figure 2: Gantt Chart