

PACKAGE

CLASS

TREE

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SUMMARY: NESTED | FIELD | CONSTR | METHOD

DETAIL: FIELD | CONSTR | METHOD

Class blackjack

java.lang.Object

blackjack

public class **blackjack**

extends java.lang.Object

Constructor Summary

Constructors

Constructor	Description
blackjack()	開啟新回合

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type	Method	Description
void	continueGame()	以上次遊戲剩下的牌開啟新局
java.util.ArrayList<java.lang.Integer>	getBankerHand()	取得莊家手中的牌，若此局玩家尚未停牌，則第一張是暗牌，以 -1 表示
int	getBet()	取得目前賭注
boolean	getEnded()	取得此局結束與否
int	getGameResult()	取得此局結果，1 代表贏，0 代表平手，-1 代表輸

void	<code>getMsg()</code>	印出遊戲現況
int	<code>getPlayerChip()</code>	取得玩家剩餘籌碼
java.util.ArrayList<java.lang.Integer>	<code>getPlayerHand()</code>	取得玩家手中的牌
boolean	<code>getStand()</code>	取得玩家停牌與否
void	<code>playerDouble()</code>	玩家加倍，拿一張牌並且停牌
void	<code>playerHit()</code>	玩家要牌
void	<code>playerStand()</code>	玩家停牌

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

blackjack

public blackjack()

開啟新回合

Method Detail

continueGame

public void continueGame()

以上次遊戲剩下的牌開啟新局

getMsg

public void getMsg()

印出遊戲現況

getPlayerHand

```
public java.util.ArrayList<java.lang.Integer> getPlayerHand()
```

取得玩家手中的牌

Returns:

ArrayList, player's hand

getBankerHand

```
public java.util.ArrayList<java.lang.Integer> getBankerHand()
```

取得莊家手中的牌，若此局玩家尚未停牌，則第一張是暗牌，以 -1 表示

Returns:

ArrayList, banker's hand

getPlayerChip

```
public int getPlayerChip()
```

取得玩家剩餘籌碼

Returns:

Int, player's remaining chip

getBet

```
public int getBet()
```

取得目前賭注

Returns:

Int, bet on desk

getEnded

```
public boolean getEnded()
```

取得此局結束與否

Returns:

Boolean, whether the game is ended or not

getStand

```
public boolean getStand()
```

取得玩家停牌與否

Returns:

Boolean, whether the player is standed

getGameResult

```
public int getGameResult()
```

取得此局結果，1 代表贏，0 代表平手，-1 代表輸

Returns:

Int, -1 for player lose, 0 for push, 1 for player win

playerHit

```
public void playerHit()
```

玩家要牌

playerDouble

```
public void playerDouble()

    玩家加倍，拿一張牌並且停牌
```

playerStand

```
public void playerStand()

    玩家停牌
```