PACKAGE

ALL CLASSES

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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 Metho	ds
Modifier and Typ	ре	Method	Description
void		continueGame()	以上次剩下的牌開啟新局
java.util.ArrayL	ist <java.lang.lnteger></java.lang.lnteger>	getBankerHand()	取得莊家手上的牌,若此局玩家尚未停牌,第一張會是暗牌,以-1代表
boolean		getEnded()	取得此局結束與否
int		getGameResult()	取得遊戲結果,1代表贏,0代表平手,-1代表輸
void		getMsg()	印出遊戲現況

java.util.ArrayList <java.lang.integer< th=""><th>> getPlayerHand()</th><th>取得玩家手上的牌</th></java.lang.integer<>	> getPlayerHand()	取得玩家手上的牌
boolean	getStand()	取得玩家已停牌與否
void	playerHit()	玩家動作,要牌
void	playerStand()	玩家動作,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()

以上次剩下的牌開啟新局

getMsg

public void getMsg()

印出遊戲現況

getPlayerHand

取得玩家手上的牌 Returns: ArrayList, player's hand getBankerHand public java.util.ArrayList<java.lang.Integer> getBankerHand() 取得莊家手上的牌,若此局玩家尚未停牌,第一張會是暗牌,以-1代表 Returns: ArrayList banker's hand 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() 取得玩家已停牌與否 Returns: Boolean, whether the player is standed getGameResult public int getGameResult()

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

取得遊戲結果,1代表贏,0代表平手,-1代表輸

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

Returns:

playerHit

public void playerHit()

玩家動作,要牌

playerStand

public void playerStand()

玩家動作,停牌

PACKAGE

CLASS

TREE DEPRECATED INDEX HELP

ALL CLASSES

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