

Player		
Player(String)		
getChips()	long	
placeBet(int, long)	boolean	
getAllBets()	ArrayList<Integer>	
getBet(int)	long	
addChips(int)	void	
getBet()	int	
getName()	String	
setName(String)	void	
getID()	int	
placeBet(long)	boolean	
placeBet()	boolean	
resetBets()	void	

Game	
play()	void

Card		
Card(String, String)		
getRank()	String	
getSuit()	String	
setVal(int)	void	
getVal()	int	
toString()	String	

players

players

Games	
Games(ArrayList<Player>)	
play()	void

RouletteNum		
RouletteNum(int)		
getColor()	int	
getNumString()	String	
getNum()	int	
setColor(int)	char	
getColumn()	int	
getRow()	int	

numbers

Slots	
Slots(ArrayList<Player>)	
givePayOut()	Map<String, Integer>
play()	void
spinReels()	List<String>
generateReels()	List<List<String>>

Blackjack		
Blackjack(ArrayList<Player>)		
dealerPlay()	int	
printHand(List<Card>)	void	
play()	void	
doubleDown(List<Card>, Player)	Card	
getValue(Card, int, int)	int[]	
split(List<Card>, Player)	int[]	
calcWinner(HashMap<Player, ArrayList<Integer>>)	void	
deallInitialCards()	void	

Roulette	
Roulette(ArrayList<Player>)	
calcWinner(int)	void
spin()	int
play()	void

RouletteBets		
RouletteBets()		
dozenValid(RouletteNum)	boolean	
sixesWinner(RouletteNum, ArrayList<RouletteNum>)	int	
triplesWinner(RouletteNum, ArrayList<RouletteNum>)	int	
columnWinner(RouletteNum, ArrayList<RouletteNum>)	int	
firstFiveWinner(RouletteNum)	int	
doublesValid(ArrayList<RouletteNum>)	boolean	
doublesWinner(RouletteNum, ArrayList<RouletteNum>)	int	
firstHalfWinner(RouletteNum)	int	
dozenWinner(RouletteNum, ArrayList<RouletteNum>)	int	
colorWinner(RouletteNum, ArrayList<RouletteNum>)	int	
sixesValid(RouletteNum)	boolean	
singlesWinner(RouletteNum, ArrayList<RouletteNum>)	int	
quadsWinner(RouletteNum, ArrayList<RouletteNum>)	int	
calcWinner(RouletteNum, ArrayList<RouletteNum>, int)	int	
handleOpenBets(int)	int	
validBets(int, ArrayList<RouletteNum>)	boolean	
oddEvenWinner(RouletteNum, ArrayList<RouletteNum>)	int	
quadsValid(ArrayList<RouletteNum>)	boolean	
singleValid(RouletteNum)	boolean	
secondHalfWinner(RouletteNum)	int	

Deck	
Deck()	
Deck(int)	
dealCard()	Card
initializeDeck()	void

deck

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Gui	
Gui()	
createInitialWindow()	void
actionPerformed(ActionEvent)	void
setPlayerMode(int)	void

Casino	
Casino()	
checkForBums()	boolean
chooseGame()	void
playGame(Game)	void

RouletteTable	
RouletteTable()	
printBet(int)	void
printRouletteTable()	void
printBets()	void

Main	
Main()	
main(String[])	void