UML Class Diagram – Front End Code
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FrontEnd/User

-cardsPath:String
-header:String
-playerHand:String
-playerNumber:integer
-gameOver:bool
-loggedIn:bool
-currentPlayerTurn:integer
-bet:integer
-folded:boolean
-river1:String
-river2:String
-river3:String
-river4:String
-river5:String
-pot:Integer
-loggedIn:bool
-ready:bool
-river:String
-caller:JSON
-playerData:JSON
-scoresJSON:JSON
-CardsShown:integer
-Hands:String

+login():bool
+isReady():bool
+fold():void
+call():void
+raise(int):void
+getPlayerData():void
+theGame():void
+refresh():void

Server

-in:JSON
-out:JSON

+process(JSON):JSON