Contract C01: newSPlayerGame(SB, BB, Chips)

Operation: newSPlayerGame(smallBlind: integer, bigBlind: integer, chips: integer)

Cross Reference: Use Cases: Initialize Table/Game(OR1), Play against AI(PL9).

Preconditions: none

Postconditions:

Table and Game instances were created

Bots are created.

Player and Bots are associated with Game instance.

Small Blind, Big Blinds and Chips are associated are initialized in Game.

Contract C02: playerAction(action)

Operation: playerAction(action: Action)

Cross Reference: Use Cases: Perform Action(PL6)

Preconditions: Player has enough chips and/or hasn't folded.

Postconditions:

Table Pot or Player Money is changed according to raise/call.

Player folded status updated according to player status.

Contract C03: showdown

Operation: showdown

Cross Reference: ShowDownEvaluator class

Preconditions: River round reached with more than one player remaining.

Postconditions:

Winner declared.

Game ended.