






































 package edu.wctc.poker.test

C  Game		
m 	Game()	
m 	fullHouse(Card[])	boolean
m 	flush(Card[])	boolean
m 	twoOfAKind(Card[])	boolean
m 	threeOfAKind(Card[])	boolean

E  Face		
m 	Face()	
f 	TWO	
f 	THREE	
f 	KING	
f 	TEN	
f 	FIVE	
f 	QUEEN	
f 	SEVEN	
f 	JACK	
f 	ACE	
f 	FOUR	
f 	EIGHT	
f 	NINE	
f 	SIX	
m 	values()	Face[]
m 	valueOf(String)	Face

C  Card		
m 	Card(Face, Suit, int)	
f 	suit	Suit
f 	face	Face
f 	value	int
m 	getFace()	Face
m 	getValue()	int
m 	getSuit()	Suit

E  Suit		
m 	Suit()	
f 	DIAMONDS	
f 	CLUBS	
f 	SPADES	
f 	HEARTS	
m 	values()	Suit[]
m 	valueOf(String)	Suit