Classes

[Card (Card.h, Card.cpp): 1](#_Toc448412199)

[Methods: 1](#_Toc448412200)

[Deck (Deck.h, Deck.cpp): 2](#_Toc448412201)

[Methods: 2](#_Toc448412202)

[Game (Game.h, Game.cpp): 3](#_Toc448412203)

[Methods: 3](#_Toc448412204)

[GameButton (GameButton.h, GameButton.cpp): 4](#_Toc448412205)

[Methods: 4](#_Toc448412206)

[Person (Person.h, Person.cpp): 4](#_Toc448412207)

[Methods: 4](#_Toc448412208)

[Inherited: 5](#_Toc448412209)

[Player (Player.h, Player.cpp): 5](#_Toc448412210)

[Dealer (Dealer.h, Dealer.cpp): 5](#_Toc448412211)

[Resources (Resources.h, Resources.cpp): 6](#_Toc448412212)

[Methods: 6](#_Toc448412213)

# Card (Card.h, Card.cpp):

## Methods:

Constructor –

Aaa

Copy Constructor –

Aaa

getSprite() –

Aaa

generateCard –

Aaa

getCardId –

Aaa

getCardNum –

Aaa

getName –

Aaa

= Operator Override –

Aaa

Destructor –

Aaa

# Deck (Deck.h, Deck.cpp):

## Methods:

Constructor –

Aaa

shuffle –

Aaa

generateMainDeck –

Aaa

clearDeck –

Aaa

drawDeck –

Aaa

addCard –

Aaa

getWidth –

Aaa

getHeight –

Aaa

getSize –

Aaa

calculateTotal –

Aaa

getCard –

Aaa

Subscript operator overload –

Aaa

takeFromDeck –

Aaa

Destructor –

Aaa

# Game (Game.h, Game.cpp):

## Methods:

Constructor –

Aaa

run –

Aaa

draw –

Aaa

update –

Aaa

setupSymbolPositions –

Aaa

startGame –

Aaa

endGame –

Aaa

getMainDeck –

Aaa

getWindow –

Aaa

startAnimation (Private) –

Aaa

startGameMessage (Private) –

Aaa

Destructor –

Aaa

# GameButton (GameButton.h, GameButton.cpp):

## Methods:

Constructor –

Aaa

step –

Aaa

draw –

Aaa

isHover –

Aaa

isPress –

Aaa

isReleased –

Aaa

Destructor –

Aaa

# Person (Person.h, Person.cpp):

## Methods:

Constructor –

Aaa

stand –

Aaa

reset –

Aaa

isBust – bool

Aaa

isStanding – bool

Aaa

getDeck –

Aaa

hit –

Aaa

Destructor –

Aaa

## Inherited:

### Player (Player.h, Player.cpp):

Methods:

Constructor –

Aaa

Destructor –

Aaa

### Dealer (Dealer.h, Dealer.cpp):

Methods:

Constructor –

Aaa

Destructor –

Aaa

# Resources (Resources.h, Resources.cpp):

## Methods:

loadTexture –

Aaa

loadTexture –

Aaa

renderCard –

Aaa

addToCardFormation –

Aaa

copyCardFormation –

Aaa

destroy –

Aaa

getFont –

Aaa

findTexture –

Aaa

instance –

Aaa

Destructor –

Aaa

## cardFortmation:

addCoords –

Aaa