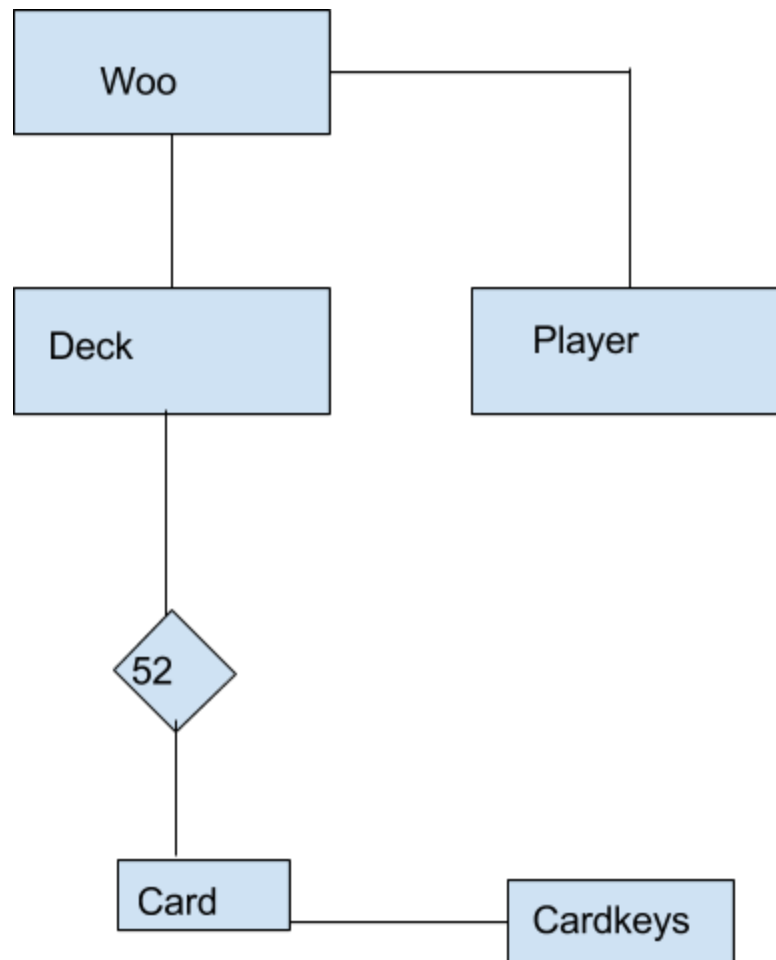


Final Project UML Diagram

Texas Hold 'Em



Class Woo
<ul style="list-style-type: none"> + Double pot + Double bet + ArrayList<Card> comHand + int comHandType + int pHandType <hr/> <ul style="list-style-type: none"> + Boolean broke?() + Main method runs entire game
<ul style="list-style-type: none"> + Void deal() + Void raise() + Void call() + Void fold() + Int findHandType() + Void win() + Void lose() + Void DisplayTable() + Void DisplayHand() + 10 different methods that check for if a hand has that special ranking (pairs, full house, etc.) + Void comCall() + Void comRaise() + Card retGet() + Void compare()
Class Player
<ul style="list-style-type: none"> + Constructor Initialize hand and balance, takes name <hr/> <ul style="list-style-type: none"> + Void addHand() + String name + Double balance + ArrayList<Card> hand + ArrayList<Card> all + ArrayList<Card> table
Class Cardkeys
<ul style="list-style-type: none"> + String stringifyV() + String stringifyS()

<ul style="list-style-type: none"> + String stringify() + Void makeDeck() + Object get()
Class Deck
<ul style="list-style-type: none"> + Void resetDeck() + ArrayList<Card> getDeck
Class Card
<ul style="list-style-type: none"> + Constructor Initializes suit and value <hr/> <ul style="list-style-type: none"> + String suit + Int value + compareTo()