

Final Project UML Diagram

Texas Hold 'Em

Class Woo
<ul style="list-style-type: none"> + Double pot <hr/> <ul style="list-style-type: none"> + Boolean broke?() + Main method runs entire game
Abstract Class Player (Object of this class' subclass will be instantiated in Woo)
<ul style="list-style-type: none"> + String name - ArrayList hand + Double balance <hr/> <ul style="list-style-type: none"> + Void check() + Void bet() + Void raise() + Void call() + Void fold() + Void sortHand() + Void win() + Double checkHand() + ArrayList getHand() + Double getBalance()
Class User
<ul style="list-style-type: none"> + Constructor Initialize hand and balance, Overloaded Takes name <hr/> <ul style="list-style-type: none"> + Void raise(double) + Void bet(double) + Adds implementation to other abstract methods
Class Dealer
<ul style="list-style-type: none"> + Constructor Initialize hand, balance, and name <hr/> <ul style="list-style-type: none"> + Void deal() + Adds implementation to other abstract methods
Superclass Deck (Objects of this class will be instantiated in Player)

<ul style="list-style-type: none">+ String suit+ Double value
Subclass Cards (Subclass of Deck)
<ul style="list-style-type: none">+ Constructor Initializes suit and value <hr/> <ul style="list-style-type: none">+ String getSuit()+ Double getValue()