DeckCard	
- Showing suit - Showing rank	- Deck - CheckHands

Deck	
- Store all 52 cards	- CardDealer

ButtonMovement	
- Controls the movement of the buttons - Implements certain actions with the click of every button	- GameTable - Model

FlipCards	
- Controls the flip of the cards on the table - Controls *flop*, *turn* and *river*	- GameTable - Card

RoundEnd	
- Controls the movement of the cards from the players to the dealer	- GameTable - Model - ButtonsMovement

RoundStart	
- Controls the movement of the cards from the dealer to the players	- GameTable - Model

Model	
- Returns the players, deck of cards, card dealer, game class, chips - Sets the players, deck of cards, card dealer, game class, chips	- Player - Deck - Chips - GameClass - CardDealer

Controller	
- Controls all the actions that are performed by the click of the mouse button - Runs different rounds of game - Shows the card of computer - Updates the visuals from model	- StartScreen - Model - GameTable - RoundEnd - FlipCards - RoundStart

StartScreen	
- Creates and displays the start screen for the game - Gets input from user on number of players and name	

Main	
- Runs the Starts the game	- Model - StartScreen - Controller

PokerHands

- Shows the different poker hands available	

GameTable

- Sets up the table, players, chips and cards visually	- Controller

CardDealer

- Distribute random cards to the players - Place cards on the table - Shuffle cards and start new round	- Player - Deck

CheckHands

- Takes the two cards of the user and 5 cards on the table, and tells what combination does a person have - Tells the winner of every round	- Cards - Player

GameClass

- Sets (and gets) the big and small blind - Sets (and gets) the bet - Sets (and gets) players	- Player

Player

- Makes Bet - Calls - Folds - Knows how much it has - Sets the name - Knows if it has big or small blind - For computer player, Knows to play when bet is made - For computer player, knows when to play when no bet is made	- Cards - Chip