

DeckCard	
<ul style="list-style-type: none"> - Showing suit - Showing rank 	<ul style="list-style-type: none"> - Deck - CheckHands

Deck	
<ul style="list-style-type: none"> - Store all 52 cards 	<ul style="list-style-type: none"> - CardDealer

ButtonMovement	
<ul style="list-style-type: none"> - Controls the movement of the buttons - Implements certain actions with the click of every button 	<ul style="list-style-type: none"> - GameTable - Model

FlipCards	
<ul style="list-style-type: none"> - Controls the flip of the cards on the table - Controls <i>flop, turn and river</i> 	<ul style="list-style-type: none"> - GameTable - Card

RoundEnd	
<ul style="list-style-type: none"> - Controls the movement of the cards from the players to the dealer 	<ul style="list-style-type: none"> - GameTable - Model - ButtonsMovement

RoundStart	
<ul style="list-style-type: none"> - Controls the movement of the cards from the dealer to the players 	<ul style="list-style-type: none"> - GameTable - Model

Model	
<ul style="list-style-type: none"> - Returns the players, deck of cards, card dealer, game class, chips - Sets the players, deck of cards, card dealer, game class, chips 	<ul style="list-style-type: none"> - Player - Deck - Chips - GameClass - CardDealer

Controller	
<ul style="list-style-type: none"> - 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 	<ul style="list-style-type: none"> - StartScreen - Model - GameTable - RoundEnd - FlipCards - RoundStart

StartScreen	
<ul style="list-style-type: none"> - Creates and displays the start screen for the game - Gets input from user on number of players and name 	

Main	
<ul style="list-style-type: none"> - Runs the Starts the game 	<ul style="list-style-type: none"> - Model - StartScreen - Controller

PokerHands	
<ul style="list-style-type: none"> - Shows the different poker hands available 	

GameTable	
<ul style="list-style-type: none"> - Sets up the table, players, chips and cards visually 	<ul style="list-style-type: none"> - Controller

CardDealer	
<ul style="list-style-type: none"> - Distribute random cards to the players - Place cards on the table - Shuffle cards and start new round 	<ul style="list-style-type: none"> - Player - Deck

CheckHands	
<ul style="list-style-type: none"> - 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 	<ul style="list-style-type: none"> - Cards - Player

GameClass	
<ul style="list-style-type: none"> - Sets (and gets) the big and small blind - Sets (and gets) the bet - Sets (and gets) players 	<ul style="list-style-type: none"> - Player

Player	
<ul style="list-style-type: none"> - 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 	<ul style="list-style-type: none"> - Cards - Chips

GameFlow	
<ul style="list-style-type: none"> - Looks after the entire flow of the game, round-by-round 	<ul style="list-style-type: none"> - Deck - Player - CardDealer - GameClass