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Poker\_Project

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COSC 1174

Poker\_Project UML

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| Poker\_Project extends Application |
| +deck: ArrayList<Image>  +cardVal: ArrayList<Integer>  +hand: ArrayList<Image>  +back: ArrayList<Image>  +backImg: Image  +count: int  +isHeld0: boolean  +isHeld1: boolean  +isHeld2: boolean  +isHeld3: boolean  +isHeld4: boolean  +drawAble:boolean  +dealAble:boolean  +oneBet:boolean  +hasWon:boolean  +radioButtonPushed:boolean  +MONEY:int  +pocket:int  +BET\_1:int  +BET\_10:int  +BET\_100:int  +winCon:label  +betPrompt:label  +payView: ImageView  +payTable:Image  +view0: ImageView  +view1: ImageView  +view2: ImageView  +view3: ImageView  +view4: ImageView |
| +main(String[] args): void  +load(): void  +shuffle(ArrayList<Integer>,ArrayList<Image>):void  +refresh():void  +start(Stage): void  -intitialize(ImageView): void  -intitializeStart(ImageView, int): void  +hasFlush(ArrayList<Integer>):boolean  +hasStraight(ArrayList<Integer>):boolean  +hasFourofKind(ArrayList<Integer>):boolean  +has3ofKind(ArrayList<Integer>):boolean  +hasRoyalFlush(ArrayList<Integer>):boolean  +hasFiveofKind(ArrayList<Integer>):boolean  +hasFullHouse(ArrayList<Integer>):boolean  -bigWin():void |