Poker Game UML Class Design

Per Astrom | November 30, 2020

Player Class

+ playerNum:integer
+ isDealer:boolean
+playerHand:ArrayList<Card>
+Card1:Card
+Card2:Card
+Chips:Chip
+Score:int

+setAction(): void
+setChips(int initAmount) : void

Dealer Class

Inheritance

Chips Class

+ initAmount:int
+currAmount:int

+subtractAmount(double betValue): void
+addAmount(double value): void

Pot Class

+ totalAmount: double
+minBettingValue: double
+betRound: BetRound

+addToPot(double amount): void

GameFlow Class

+ roundNum: integer

+ initPlayers():void
- operation2(params)
- operation3()

Card Class

GUI Class

+ attribute1:type = defaultValue
+ attribute2:type
- attribute3:type

+ operation1(params):returnType
- operation2(params)
- operation3()

NewRound Class

+ attribute1:type = defaultValue
+ attribute2:type
- attribute3:type

+ operation1(params):returnType
- operation2(params)
- operation3()

Deck Class

+ operation1(params):returnType
- operation2(params)
- operation3()