JavaScript is disabled on your browser.

Uses of Interface
model.interfaces.GameEngine

Packages that use GameEngine

Package	Description
view.interfaces	

- *Uses of GameEngine in view.interfaces*

Methods in view.interfaces with parameters of type GameEngine

Modifier and Type	Method and Description
void	**GameEngineCallback.bustCard**(Player player, PlayingCard card, GameEngine engine) called when the card causes the player to bust this method is called instead of GameEngineCallback.nextCard(Player, PlayingCard, GameEngine) this method is called before GameEngineCallback.result(Player, int, GameEngine) use this to update your display for each card or log to console
void	**GameEngineCallback.houseBustCard**(PlayingCard card, GameEngine engine) HOUSE version of GameEngineCallback.bustCard(Player, PlayingCard, GameEngine)
void	**GameEngineCallback.houseResult**(int result, GameEngine engine) called when the HOUSE has bust with final result (result is score prior to the last card that caused the bust) PRE-CONDITION: This method should only be called AFTER bets have been updated on all Players so this callback can log Player results Called from dealHouse(int)
void	**GameEngineCallback.nextCard**(Player player, PlayingCard card, GameEngine engine) called for each card as the house is dealing to a Player, use this to update your display for each card or log to console
void	**GameEngineCallback.nextHouseCard**(PlayingCard card, GameEngine engine) called as the house is dealing their own hand, use this to update your display for each card or log to console
void	**GameEngineCallback.result**(Player player, int result, GameEngine engine) called when the player has bust with final result (result is score prior to the last card that caused the bust)