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D

dealHouse(int) - Method in interface model.interfaces.GameEngine

Same as dealPlayer() but deals for the house and calls the house versions of the callback methods on GameEngineCallback, no player parameter is required After the house deal has finished but BEFORE calling houseResult() win/loss values are applied to all players based on their bet

dealPlayer(Player, int) - Method in interface model.interfaces.GameEngine

Deal cards to the player, increments of delay are in milliseconds (ms) 1.

DECK_SIZE - Static variable in interface model.interfaces.PlayingCard

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