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GameEngine - Interface in model.interfaces

Assignment interface for SADI providing main Card Game model functionality

GameEngineCallback - Interface in view.interfaces

Assignment interface for SADI to notify client of GameEngine events e.g.

getAllPlayers() - Method in interface model.interfaces.GameEngine

getBet() - Method in interface model.interfaces.Player

getPlayer(String) - Method in interface model.interfaces.GameEngine

getPlayerId() - Method in interface model.interfaces.Player

getPlayerName() - Method in interface model.interfaces.Player

getPoints() - Method in interface model.interfaces.Player

getResult() - Method in interface model.interfaces.Player

getScore() - Method in interface model.interfaces.PlayingCard

getShuffledDeck() - Method in interface model.interfaces.GameEngine

A debug method to return a deck of cards containing 52 unique cards in random/shuffled order

getSuit() - Method in interface model.interfaces.PlayingCard

getValue() - Method in interface model.interfaces.PlayingCard

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