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A B D E G H M N P R S T V

## N

**nextCard(Player, PlayingCard, GameEngine)** - Method in interface view.interfaces.GameEngineCallback 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

**nextHouseCard(PlayingCard, GameEngine)** - Method in interface view.interfaces.GameEngineCallback called as the house is dealing their own hand, use this to update your display for each card or log to console

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