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- Prev Letter
- Next Letter
- Frames
- No Frames
- All Classes
- Index
- Help

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

B

BUST_LEVEL - Static variable in interface model.interfaces.GameEngine

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

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

- Prev Letter
- Next Letter
- Frames
- No Frames
- All Classes
- Deprecated
- Index
- Help

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