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

    HOUSE version of GameEngineCallback.bustCard(Player, PlayingCard, GameEngine)

houseResult(int, GameEngine) - Method in interface view.interfaces.GameEngineCallback

    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)