JavaScript is disabled on your browser.

model.interfaces

Interface GameEngineCallback

.

```
public interface GameEngineCallback
```

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

Author:
Caspar Ryan

- *Method Summary*

  All Methods Instance Methods Abstract Methods

Modifier and Type	Method and Description
void	**bustCard**(Player player, PlayingCard card, GameEngine engine) called when the card causes the player to bust this method is called instead of nextCard(Player, PlayingCard, GameEngine) this method is called before result(Player, int, GameEngine) use this to update your display for each card or log to console
void	**houseBustCard**(PlayingCard card, GameEngine engine) HOUSE version of bustCard(Player, PlayingCard, GameEngine)
void	**houseResult**(int result, GameEngine engine) 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 GameEngine.dealHouse(int)
void	**nextCard**(Player player, PlayingCard card, GameEngine engine) 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
void	**nextHouseCard**(PlayingCard card, GameEngine engine) called as the house is dealing their own hand, use this to update your display for each card or log to console
void	**result**(Player player, int result, GameEngine engine) called when the player has bust with final result (result is score prior to the last card that caused the bust)

- *Method Detail*

  - **nextCard**

```
void nextCard(Player player,
              PlayingCard card,
              GameEngine engine)
```

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

Parameters:
    player - the Player who is receiving cards
    card - the next card that was dealt
    engine - a convenience reference to the engine so the receiver can call methods if necessary

See Also:
    GameEngine

- **bustCard**

```
voidbustCard(Playerplayer,
             PlayingCardcard,
             GameEngineengine)
```

called when the card causes the player to bust this method is called instead of nextCard(Player, PlayingCard, GameEngine) this method is called before result(Player, int, GameEngine) use this to update your display for each card or log to console

Parameters:
    player - the Player who is receiving cards
    card - the bust card that was dealt
    engine - a convenience reference to the engine so the receiver can call methods if necessary

See Also:
    GameEngine

- **result**

```
voidresult(Playerplayer,
           intresult,
           GameEngineengine)
```

called when the player has bust with final result (result is score prior to the last card that caused the bust)

Parameters:
    player - the current Player
    result - the final score of the hand
    engine - a convenience reference to the engine so the receiver can call methods if necessary

See Also:
    GameEngine

- **nextHouseCard**

```
voidnextHouseCard(PlayingCardcard,
                   GameEngineengine)
```

called as the house is dealing their own hand, use this to update your display for each card or log to console

Parameters:
    card - the next card that was dealt
    engine - a convenience reference to the engine so the receiver can call methods if necessary

See Also:
    GameEngine

- **houseBustCard**

```
voidhouseBustCard(PlayingCardcard,
                   GameEngineengine)
```

HOUSE version of bustCard(Player, PlayingCard, GameEngine)

Parameters:
    card - the bust card that was dealt
    engine - a convenience reference to the engine so the receiver can call methods if necessary

See Also:
    GameEngine

- **houseResult**

```
voidhouseResult(intresult,
                 GameEngineengine)
```

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 GameEngine.dealHouse(int)

Parameters:
    result - the final score of the dealers (house) hand
    engine - a convenience reference to the engine so the receiver can call methods if necessary

See Also:
    GameEngine