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view.interfaces

Interface GameEngineCallback

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```
public interface GameEngineCallback
```

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

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- **Method Summary**

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All Methods Instance Methods Abstract Methods

Modifier and Type	Method and Description
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	bustCard (Player player, PlayingCard card, GameEngine engine)
void	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`

```
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

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`

```
void result(Player player,
            int result,
            GameEngine engine)
```

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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`

```
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

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`

```
void houseBustCard(PlayingCard card,
                  GameEngine engine)
```

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`

```
void houseResult(int result,
                 GameEngine engine)
```

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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](#)

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