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Uses of Interface model.interfaces.PlayingCard

Packages that use PlayingCard

Package Description

model.interfaces

view.interfaces

• Uses of PlayingCard in model.interfaces

Methods in model.interfaces that return types with arguments of type PlayingCard

**Modifier and Type** 

**Method and Description** 

java.util.Deque<Playi GameEngine.getShuffledDeck()</pre>

Assignment Apply method to return a deck of talds containing 52 unique

Methods in model.interfaces with parameters of type PlayingCard

**Modifier and Type** 

**Method and Description** 

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Methods in view.interfaces with parameters of type PlayingCard

Modifier and Type

**Method and Description** 

GameEngineCallback.bustCard(Player player, PlayingCard card,
Cara Famina, and its)

GameEngine engine)

void
 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

GameEngineCallback.houseBustCard(PlayingCard card,
void GameEngine engine)

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

GameEngineCallback.nextCard(Player player, PlayingCard card,
void 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

GameEngineCallback.nextHouseCard(PlayingCard card,
void GameEngine engine)

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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