JavaScript is disabled on your browser.

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