JavaScript is disabled on your browser.

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model.interfaces

Interface Player

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public interface Player

Assignment interface for SADI representing the player to be implemented by SimplePlayer class with the following consumpting probing time leptace; (String players), String players and in another player with same in a sadded it replaces the previous player Author:

Caspar Ryan

https://powcoder.com

setResult(int result)

All Methods Instance Methods Abstract Methods

Modifier and WeChat powere emption

int getBet()

java.lang.String getPlayerId()

java.lang.String getPlayerName()

int getPoints()

int getResult()

java.lang.String toString()

void

Method Detail

• getPlayerName

java.lang.StringgetPlayerName()

Returns:

human readable player name

• setPlayerName

voidsetPlayerName(java.lang.StringplayerName)

Parameters:

playerName - human readable player name

· getPoints

intgetPoints()

Returns:

number of points from setPoints()

setPoints

voidsetPoints(intpoints)

Parameters:

points - for betting (updated by GameEngineImpl with each win or loss)

getPlayerId

java.lang.StringgetPlayerId()

Assignment Project Exam Help

the player ID which is generated by the implementing class

placeBet

https://powcoder.com

Parameters:

bet - the bet in points

Reduction but seement provided the both seement provided and sufficient points to place

getBet

intgetBet()

Returns:

the bet as set with placeBet()

• resetBet

voidresetBet()

reset the bet to 0 for next round (in case player does not bet again in next round)

getResult

intgetResult()

Returns:

the result of the most recent hand

See Also:

GameEngineCallback

setResult

voidsetResult(intresult)

Parameters:

result - the result of the most recent hand

See Also:

GameEngineCallback