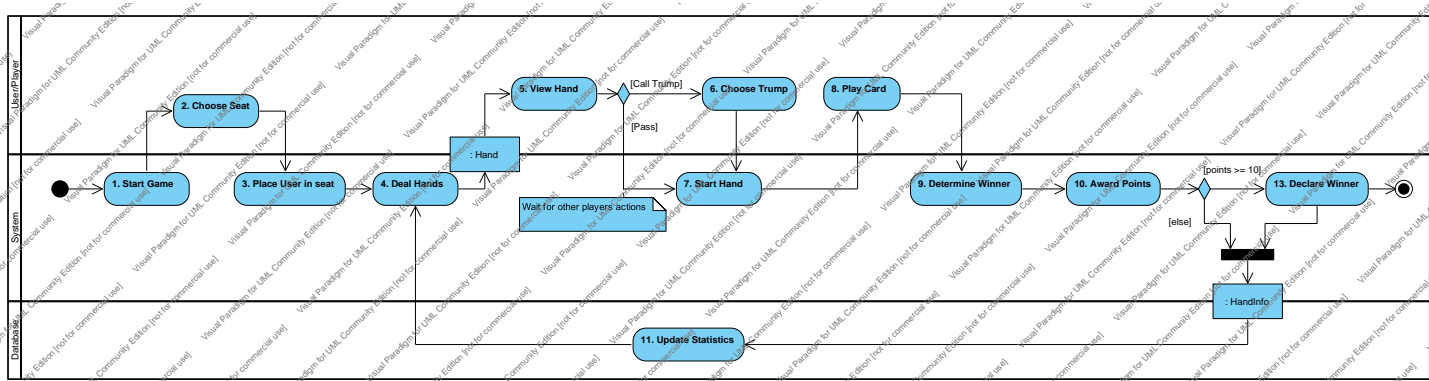


This is an activity diagram for a hand of Blackjack being played. First each user chooses a seat and the system places the users. Then initial bets are placed by each user. The system then deals the hands to each user. The user can choose to stay or hit. If they choose stay, then once each user has either busted or chooses stay, the system determines the winners and awards chips and updates each user's statistics. If they choose Hit, the system deals another card to that user and asks them to Hit or Stay again, repeating until either the user has busted or decided to stay.

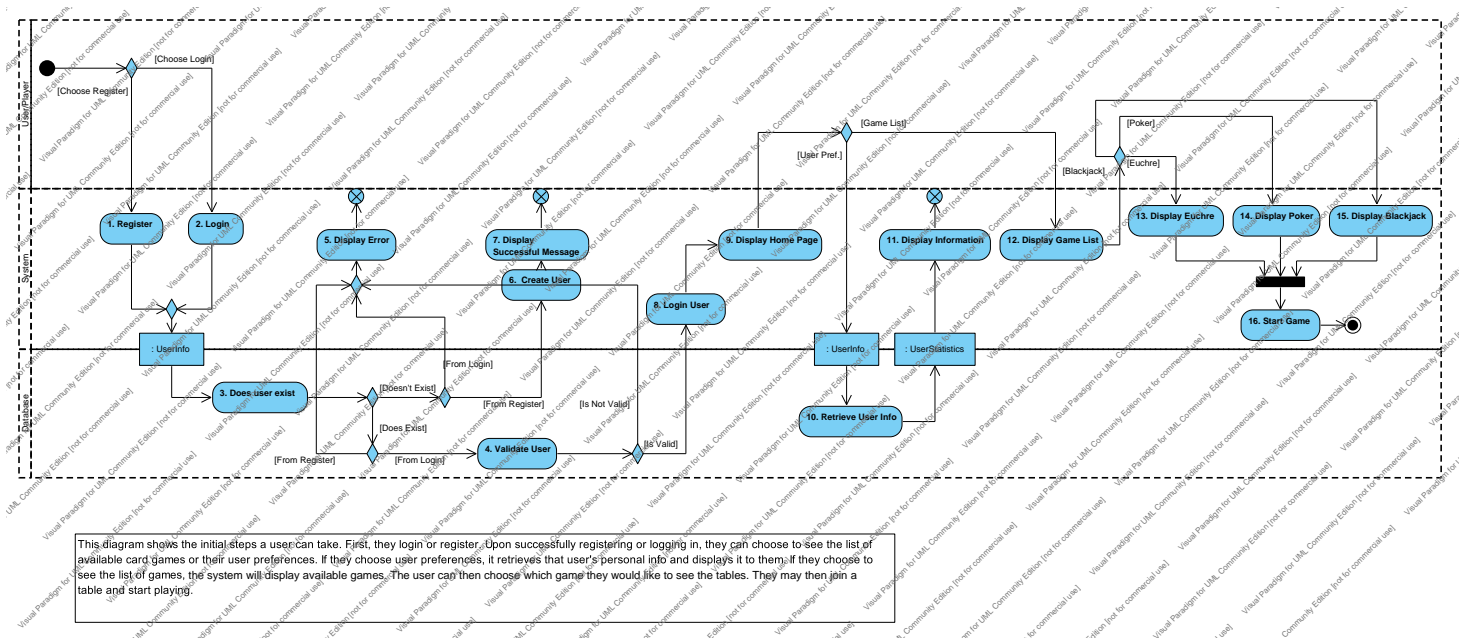


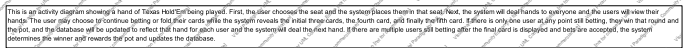




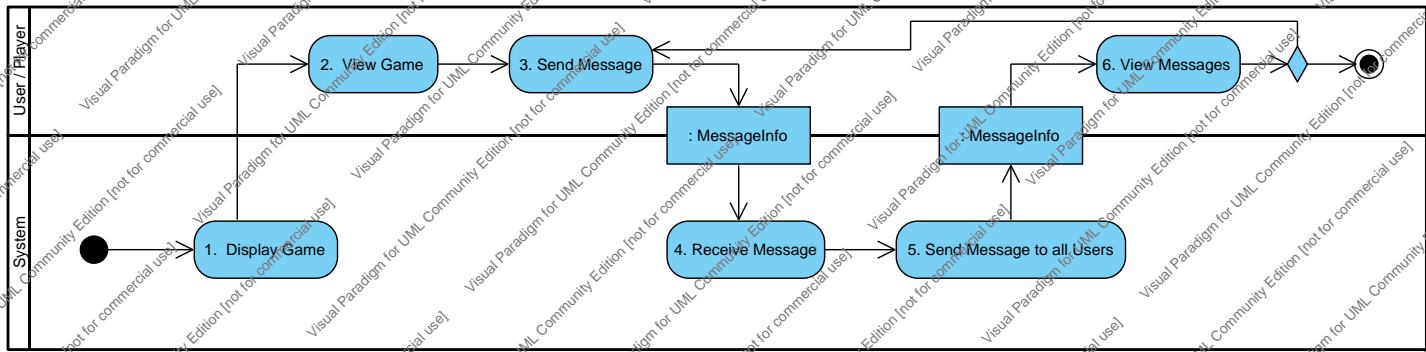
This is an activity diagram for a hand of Euchre being played. The user chooses their seat and the system places them in that seat if it is available. Next, the system deals hands to each player. Each user is then given a chance to call trump or pass based on their seating. After a trump is called, the hand starts. Each user plays a card and the system determines the winner of the hand. The system then determines who won the most hands and awards points. If a team's points is not equal to or greater than 10, the system updates the database with the hand info for each user and deals new hands. If a team does get 10 or more points, the system declares that team the winner and ends the game.







This is an activity diagram showing a hand of Texas Hold'Em being played. First, the user chooses the seat and the system places them in that seat. Next, the system will deal hands to everyone and the users will view their hands. The user may choose to continue betting or fold their cards while the system reveals the initial three cards, the fourth card, and finally the fifth card. There is only one user at any point still betting, they win that round and the pot, and the database will be updated to reflect that hand for each user and the system will deal the next hand. If there are multiple users still betting after the final card is displayed and bets are accepted, the system determines the winner and rewards the pot and updates the database.



This is an activity diagram for sending chat messages. The system is displaying the game first. Then while the user is viewing the game, they can send a message, which is sent through the system. The system receives the message, and sends it to each user at the table. Then the user continues sending messages and viewing them while playing a game