Texas Hold’Em Poker – Part 1

**By:**

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**Remarks:**

* Once an option in the menu is selected, it must be performed. If wrong input is entered, you must eventually enter valid input. No going back once you pick raise/load xml/bet etc…
* Max bet amount and max raise amount are both defined as the following:

The minimum between:

The minimum value of current chips + current bet of all players

and

Pot value + sum of all current bets

minus the current bet on the table.

This means that this calculation will work for both max bet and max raise because we’re taking into consideration the current bet on the table, which will be 0 if no bets were made (in the case of the max bet).

**Project Hierarchy:**

console-client module:

* ConsolePokerClient
* Menu
  + subclass MainMenu
  + subclass HandMenu

poker-engine module:

* exceptions package
  + BadFileExtensionException
  + IllegalMoveException – not in use yet
  + InvalidBlindsException
  + InvalidHandsCountException
* immutables package – classes that are OK for use in the client because they don’t expose any “actions”, only a window into API values
  + Card
  + PlayerInfo
    - PlayerGameInfo – info sent to the client about players’ game status
    - PlayerHandInfo – info sent to the client about players’ hand status
* internals package
  + Game
    - subclass BasicGame
    - future subclasses
  + Deck
  + GameConfig – where the XML values gets parsed into
  + Player
    - subclass GamePlayer
    - subclass HandPlayer
  + Hand
* xml\_game\_config package – JAXB generated classes
* PokerEngine class – is the main API the client uses to do everything in the game