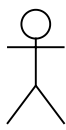


User



Simulation

startSim()

selectSettings()

setPoker(rake)

SetGoldFish(arg)

setBlackjack(stand)

setHorses(arg)

setRoulette(arg)

setRounds(numRounds)

checkPlayers()

checkBoard()

setBoard

If board/players not set

playerAction(rand)

If players are set, pick player action

addPlayer(rand(Player),randGame)

If RNG picks 1

deletePlayer(randPlayer)

If RNG picks 2

movePlayer(randPlayer,randGame)

If RNG picks 3

playPoker()

playBlackjack()

playHorses()

playGoFish()

playRoulette()

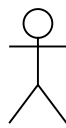
checkDone()

If Done (Played through the desired number of rounds)

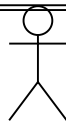
getStatistics()

printStatistics()

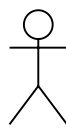
If not Done, return to top of round



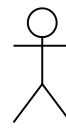
Player Simulator



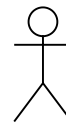
Poker



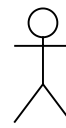
Blackjack



Horse Betting



Go Fish



Roulette

