



start -> shuffle deck -> deal whole cards -> betting preflop -> flop -> betting flop -> turn -> betting turn -> river -> betting river -> showdown -> divide pot

{session_id: 8967643, hand: [{suit: ?, power: ?}, {suit: ?, power: ?}], balance: ?, bet: ?, table: [{suit: ?, power: ?}, {suit: ?, power: ?}, ...], pot: ?}

-> start (stage)

```
{
  game_id: 543242,
  players: [
    {
      session_id: 894324,
      balance: 50000
    },
    {
      session_id: 432112,
      balance: 21412
    },
    {
      session_id: 11249021,
      balance: 443322,
    },
  ],
}
```

-> deal whole cards

```
{
  game_id: 543432,
  players: [
    {
      session_id: 54386,
      cards: [
        { suit: "spades", power: "ace" },
        { suit: "hearts", power: "10" }
      ]
    },
  ]
}
```

-> flop/turn/river

```
{
  game_id: 4324324,
  cards: [
    { suit: "spades", power: "2" },
    { suit: "diamonds", power: "6" },
    ....
  ]
}
```

spades/diamonds/clubs/hearts
2-10, jack, queen, king, ace

```
{
  game_id: 432423,
  action: "bet",
  session_id: 5432432,
  amount: 2000
}
```

```
{
  game_id: 45324,
  action: "call",
  session_id: 54324
}
```

```
{
  game_id: 432432,
  action: "fold",
  session_id: 43232
}
```

```
{
  game_id: 432432,
  players: [
    {
      session_id: 84932,
      take: 5000,
      winner_turn: 1
    },
    {
      session_id: 43234,
      take: 3222,
      winner_turn: 2
    },
    {
      session_id: 432432,
      take: 5555,
      winner_turn: 0
    },
  ],
}
```

/server
-> bin/
- start_game
-> tmp/
-> json/
- game1.json
-> game_engine/ (C++ engine)
-> connectivity/ (Sinatra connection)

/client

./start_game 9 23 tmp/json/game1.json
./start_game (rd_fd) (wr_fd) (data.json)

pipe communication
'tmp/json/game1.json'