

Milestone 4

Concurrent Poker Player Team

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Contents

Domain Model

System Sequence Diagrams:

- Use Case 1 (Start Game)
- Use Case 2 (Set Preferences)
- Use Case 3 (Take Turn)

Operation Contracts

- CO1: startGame
- CO2: setPreferences
- CO3: raise
- CO4: check
- CO5: call
- CO6: fold

Package Diagram

System Diagrams

- Set Preferences
- Begin Game
- Create Players
- Setup Game Statistics
- Make Move
- Display Round Statistics
- Display Game Statistics

Class Diagram

GRASP Patterns