



Note: The user can choose to fold at any time. In this case, the system finishes the simulation without the user. Then, the system displays the game results.

Brief Description: In this system sequence diagram, the user take a turn. The user can raise, check, call, or fold. If the user raises, calls, or checks, the game continues with the user in the game. If the user folds, then the system simulates the rest of the game. Finally, the system displays results about the game that quantify the difference between the human, parallel, and sequential programming players.

SSD – Use Case 3
(Take Turn)