

Contract CO1: startGame

Operation:	startGame()
Cross References:	Use Cases: Start Game
Preconditions:	The system is set to create a game with two players – one sequential and one parallel.
Postconditions:	An instance of Game, <i>game</i> , was created An instance of GameStatistics, <i>gameStats</i> , was created Attributes of <i>gameStats</i> were set based on simulation

Contract CO2: setPreferences

Operation:	setPreferences(playerCount, playerTypes{List}, gameCount)
Cross References:	Use Cases: Set Preferences
Preconditions:	The application has initialized properly Parameter menus are functioning properly An instance of Game, <i>game</i> , exists
Postconditions:	<i>game.playerCount</i> was set to playerCount <i>game.gameCount</i> was set to gameCount <i>player</i> , an instance of HumanPlayer, was created Instances of other Players were created corresponding to each playerType

Contract CO3: raise

Operation:	raise(amount)
Cross References:	Use Cases: Take Turn
Preconditions:	The game is in play It is the user's turn in the game An instance of Game, <i>game</i> , exists <i>player[i]</i> is currentPlayer <i>player[i]</i> is an instance of HumanPlayer <i>player[i+1]</i> is nextPlayer
Postconditions:	<i>game.pot</i> was increased by amount <i>player[i].stack</i> was decreased by amount <i>player[i]</i> 's turn ended <i>player[i+1]</i> 's turn began

Contract CO4: check

Operation:	check()
Cross References:	Use Cases: Take Turn
Preconditions:	The game is in play <i>players{list}</i> are playing game <i>player[i]</i> is currentPlayer <i>player[i]</i> is an instance of HumanPlayer <i>player[i+1]</i> is nextPlayer
Postconditions:	<i>game.pot</i> was increased by the amount of the last raise <i>player[i].stack</i> was decreased by amount of the last raise <i>player[i]</i> 's turn ended <i>player[i+1]</i> 's turn began

Contract CO5: fold

Operation:	fold()
Cross References:	Use Cases: Take Turn
Preconditions:	The game is in play <i>players{list}</i> are playing game <i>player[i]</i> is currentPlayer <i>player[i]</i> is an instance of HumanPlayer <i>player[i+1]</i> is nextPlayer
Postconditions:	<i>player[i]</i> 's turn ended <i>player[i+1]</i> 's turn began <i>player[i]</i> was removed from <i>players{list}</i>