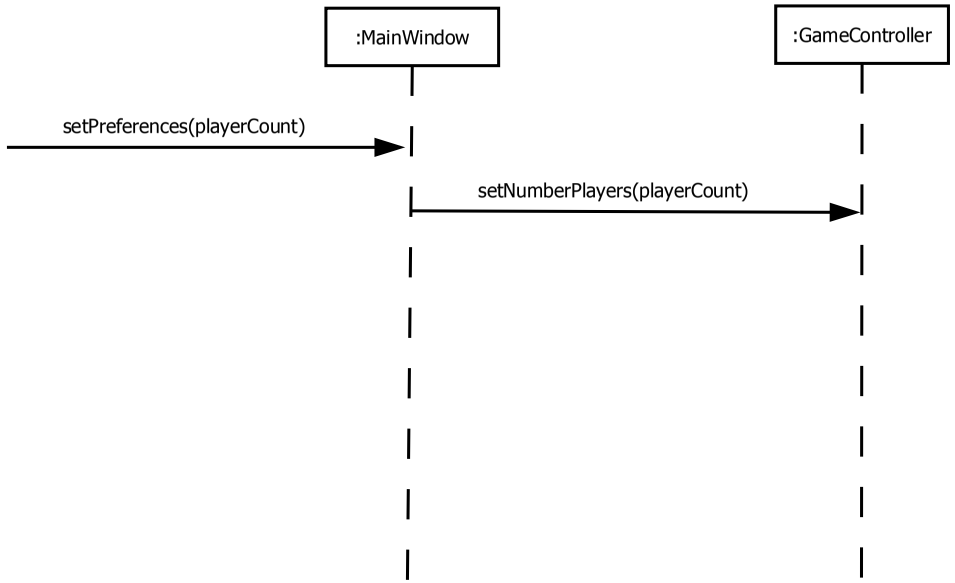
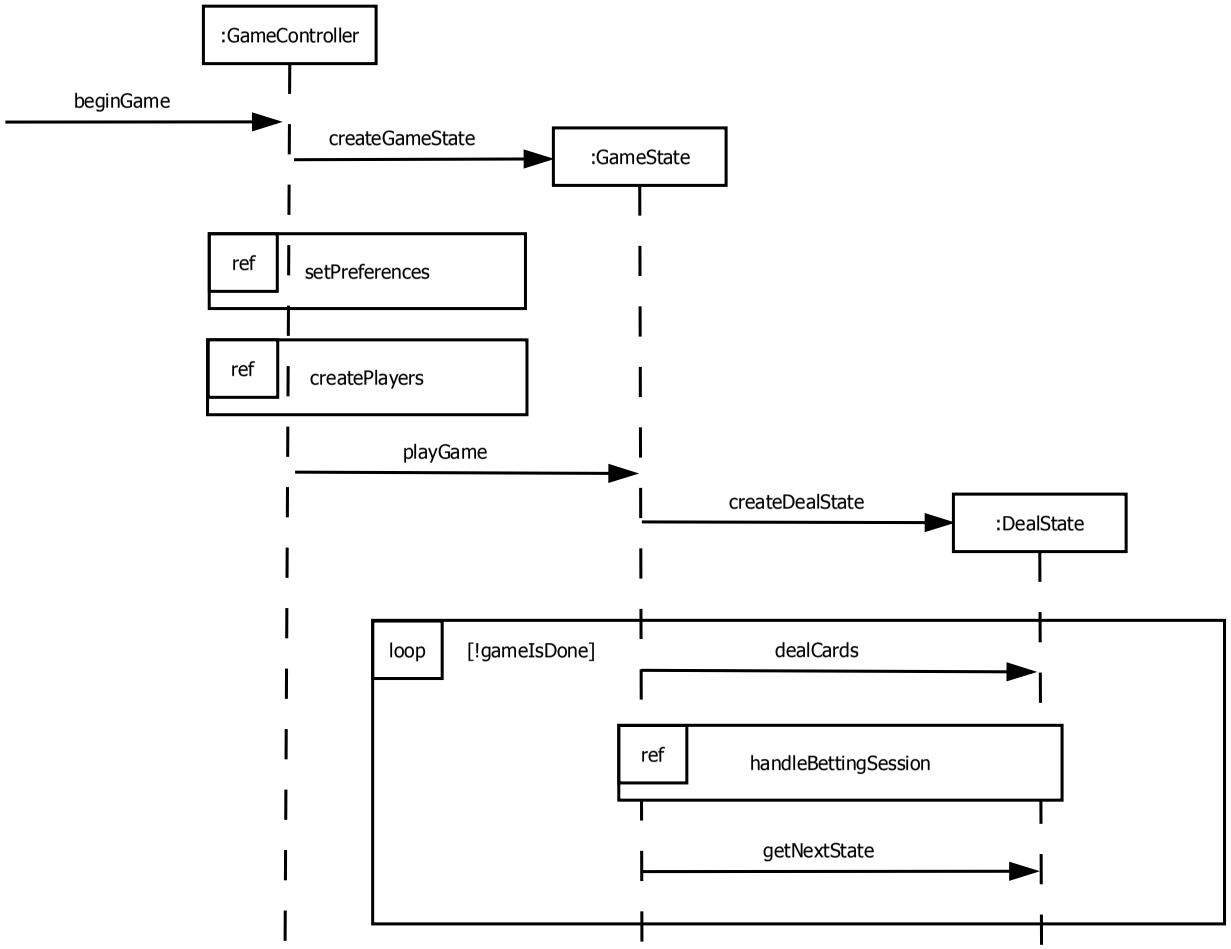
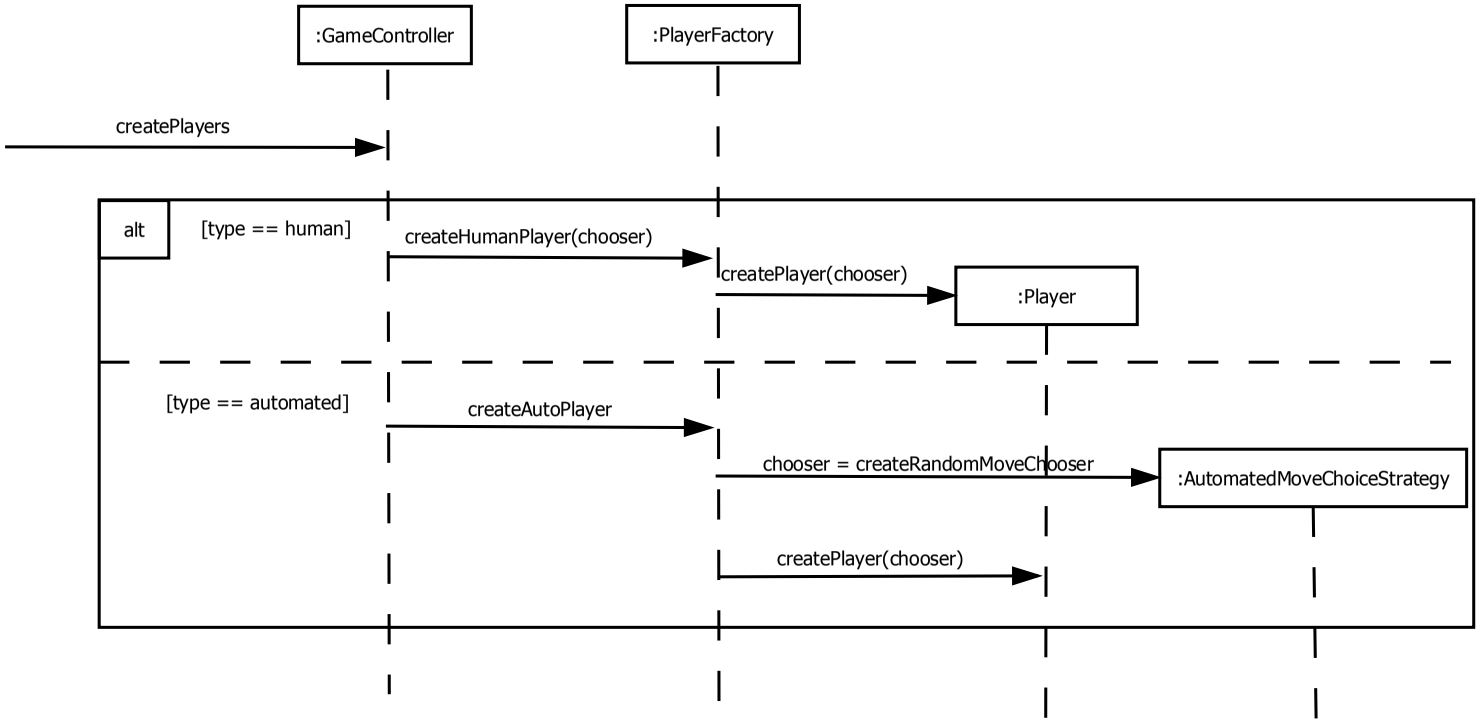
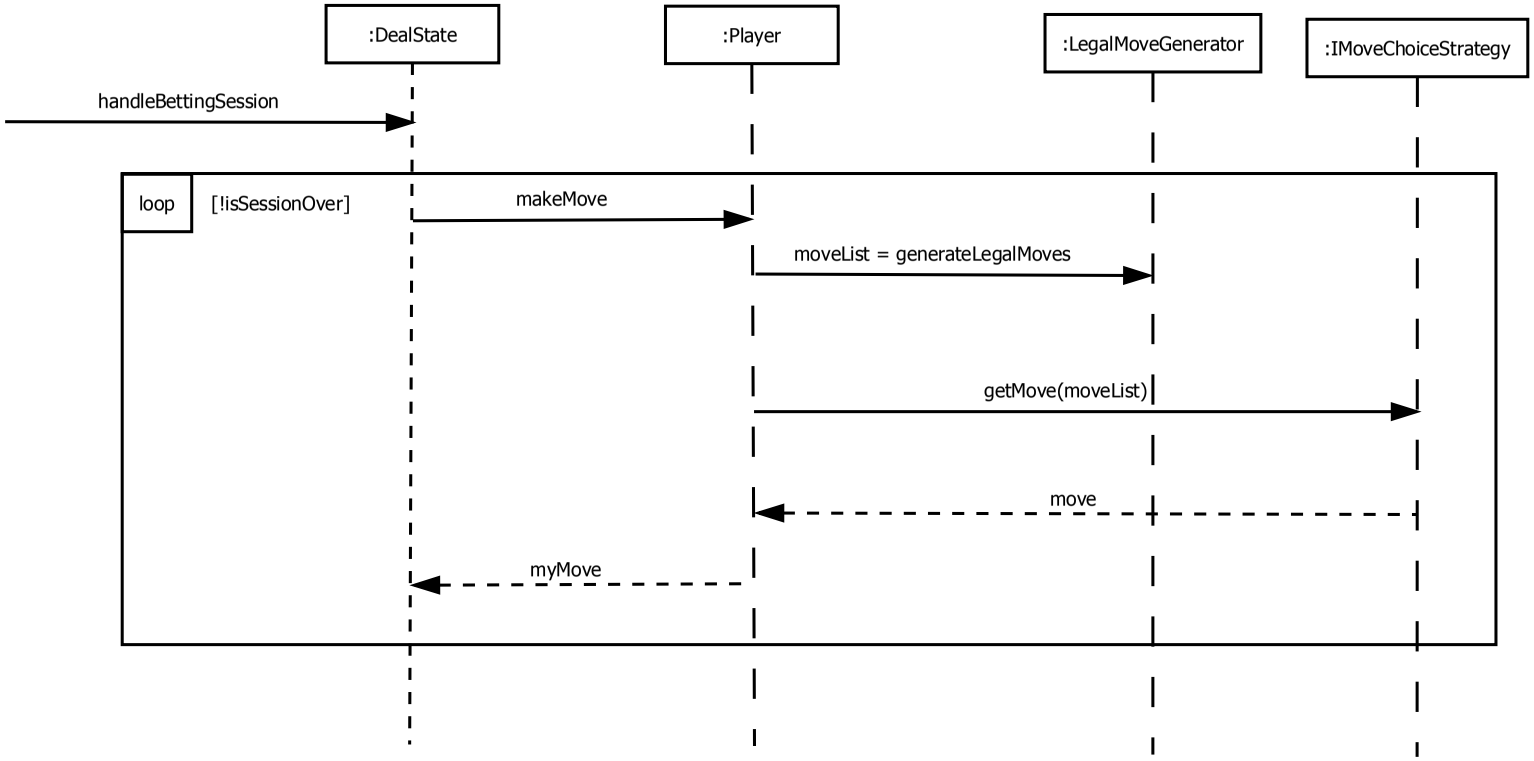

:MainWindow
:GameController
setPreferences(playerCount)
setNumberPlayers(playerCount)


:GameController
beginGame
createGameState
:GameState
ref
setPreferences
ref
createPlayers
playGame
createDealState
:DealState
loop
[!gameIsDone]
dealCards
ref
handleBettingSession
getNextState


:GameController
:PlayerFactory
createPlayers
alt
[type == human]
createHumanPlayer(chooser)
createPlayer(chooser)
:Player
[type == automated]
createAutoPlayer
chooser = createRandomMoveChooser
:AutomatedMoveChoiceStrategy
createPlayer(chooser)


:DealState
:Player
:LegalMoveGenerator
:IMoveChoiceStrategy
handleBettingSession
loop
[!isSessionOver]
makeMove
moveList = generateLegalMoves
getMove(moveList)
move
myMove