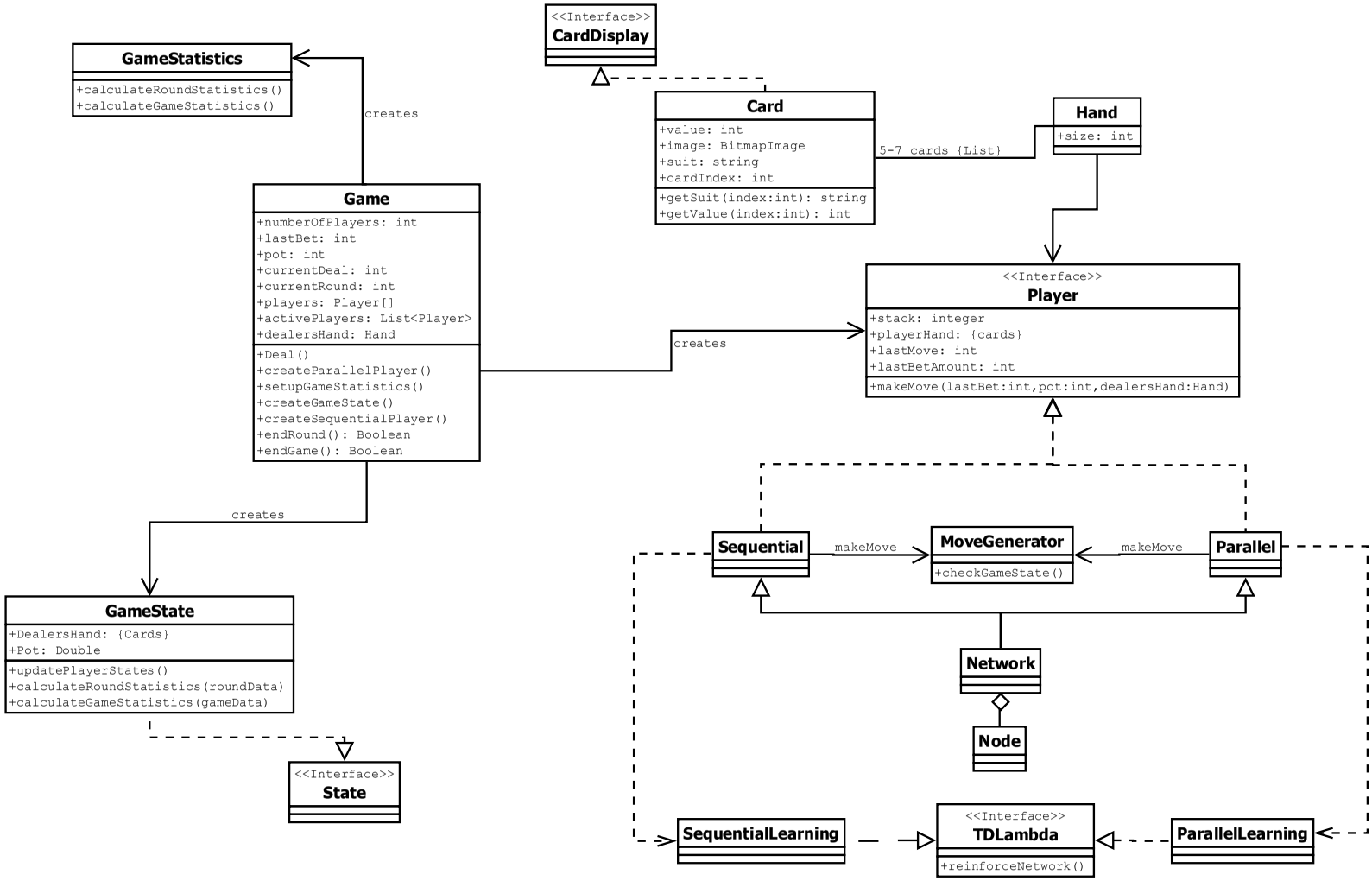
GameStatistics
+calculateRoundStatistics()
+calculateGameStatistics()
creates
<<Interface>>
CardDisplay
Card
+value: int
+image: BitmapImage
+suit: string
+cardIndex: int
+getSuit(index:int): string
+getValue(index:int): int
5-7 cards {List}
Hand
+size: int
Game
+numberOfPlayers: int
+lastBet: int
+pot: int
+currentDeal: int
+currentRound: int
+players: Player[]
+activePlayers: List<Player>
+dealersHand: Hand
+Deal()
+createParallelPlayer()
+setupGameStatistics()
+createGameState()
+createSequentialPlayer()
+endRound(): Boolean
+endGame(): Boolean
creates
<<Interface>>
Player
+stack: integer
+playerHand: {cards}
+lastMove: int
+lastBetAmount: int
+makeMove(lastBet:int,pot:int,dealersHand:Hand)
creates
Sequential
makeMove
MoveGenerator
+checkGameState()
makeMove
Parallel
Network
Node
GameState
+DealersHand: {Cards}
+Pot: Double
+updatePlayerStates()
+calculateRoundStatistics(roundData)
+calculateGameStatistics(gameData)
<<Interface>>
State
SequentialLearning
<<Interface>>
TDLambda
+reinforceNetwork()
ParallelLearning