**Contract CO1: startGame**

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| **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, *game*, was created  An instance of GameStatistics, *gameStats*, was created  Attributes of *gameStats* were set based on simulation |

**Contract CO2: setPreferences**

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| **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, *game*, exists |
| **Postconditions:** | *game.playerCount* was set to playerCount  *game.gameCount* was set to gameCount  *player*, an instance of HumanPlayer, was created  Instances of other Players were created corresponding to each playerType |

**Contract CO3: raise**

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| **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, *game*, exists  *player[i]* is currentPlayer  *player[i]* is an instance of HumanPlayer  *player[i+1]* is nextPlayer |
| **Postconditions:** | *game.pot* was increased by amount  *player[i].stack* was decreased by amount  *player[i]*’s turn ended  *player[i+1]*’s turn began |

**Contract CO4: check**

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

**Contract CO5: fold**

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