
UseCases

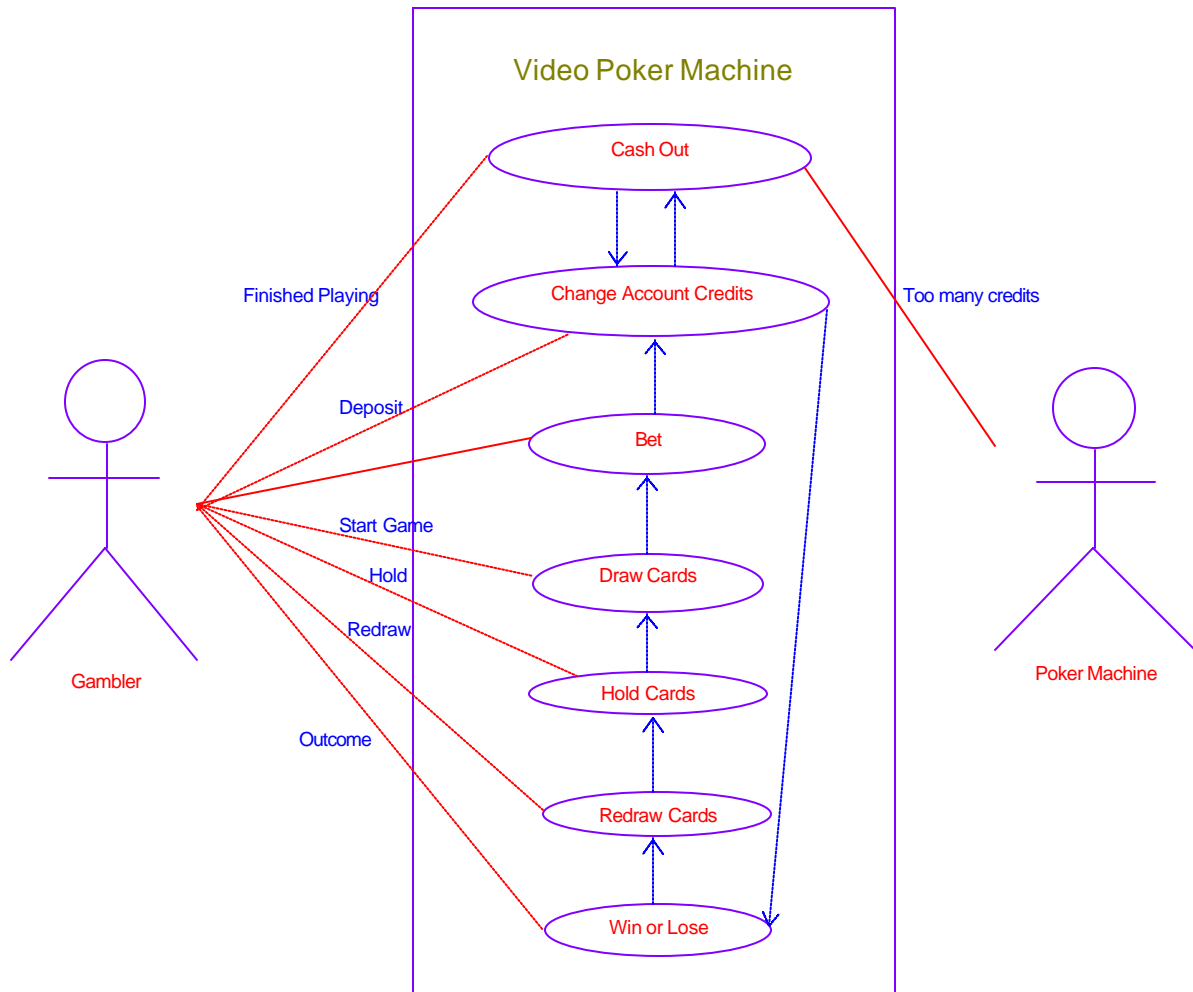
**Report on Configuration
DefaultConfig**

PACKAGES

Default

USE CASE DIAGRAMS:

usecases



Overridden Properties

Subjects:

General

Metaclasses:

Diagram

Properties:

LastModifiedTime: 4.21.2004::3:37:47

GLOBALS:

ACTORS:

Gambler

The person using the video poker machine.

Relations:

itsBet

A player may make a bet in order to start a game.

Bet

Association with Bet, Multiplicity of 1, Bi-directional

itsCash Out

When the gambler is finished playing, he/she may cash out his/her credits.

Finished Playing

Association with Cash Out, Multiplicity of 1, Bi-directional

itsChange Account Credits

A user may change his/her account credits by depositing money into his/her account.

Deposit

Association with Change Account Credits, Multiplicity of 1, Bi-directional

itsDraw Cards

After making a bet, the player starts the game and 5 random cards are drawn and shown to the player.

Start Game

Association with Draw Cards, Multiplicity of 1, Bi-directional

itsHold Cards

A player may choose what cards he/she wants held from the 5 drawn at the beginning of the game.

Hold

Association with Hold Cards, Multiplicity of 1, Bi-directional

itsRedraw Cards

A player chooses to redraw the cards he/she did not hold in the previous step.

Redraw

Association with Redraw Cards, Multiplicity of 1, Bi-directional

itsWin or Lose

The player can win or lose credits depending on his/her final hand.

Outcome

Association with Win or Lose, Multiplicity of 1, Bi-directional

Poker Machine

The video poker machine.

Relations:

itsCash Out

If the machine reaches a point where it will not be able to store the right amount of credits for the user (essentially when the machine has too many credits), it will automatically cash out for the user.

Too many credits

Association with Cash Out, Multiplicity of 1, Bi-directional

USE CASES:

Bet

Bets are made in order to start a game of poker. Money for bets depends on how much money the player has in his/her account.

Relations:

itsGambler

Cash Out

*For Gambler:
When the user wants to retrieve all of his/her money.*

For Machine:

When the machine reaches a point where there will be too many credits for it to keep track of, it automatically cashes out the gambler's credits.

Relations:

itsPoker Machine

itsGambler

Change Account Credits

Holds the number of credits the player currently has in his/her account.

This can be changed by the player depositing more money, cashing out the money, or winning/losing hands.

Relations:

itsGambler

Draw Cards

5 random cards are selected from a standard deck of 52 cards, each having a face value and suit associated with it.

Relations:

itsGambler

Hold Cards

Cards can be held from the original 5 that were dealt so that those held are not replaced when cards are redrawn.

Relations:

itsGambler

Redraw Cards

The cards that were not held are replaced with new random cards from the deck that does not have the 5 original cards in it anymore.

If no cards were held, a redraw of 0 cards occurs.

Relations:

itsGambler

Win or Lose

Hands have certain monetary values associated with them that determine whether or not they are a winning or losing hand.

Relations:

itsGambler

Looks fine, keep going.

OBJECT MODEL DIAGRAMS

Model1

Overridden Properties

Subjects:

General

Metaclasses:

Diagram

Properties:

LastModifiedTime: 4.20.2004.:6:19:50

COMPONENTS

DefaultComponent

COMPONENT SETTINGS:

Build type: Executable

CONFIGURATIONS:

DefaultConfig

Scope type: Explicit

Instrumentation type: None

Time-model type: Real-time

Statechart generation type: Flat

FILES AND FOLDERS: