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blackjackGUI

## Class BlackjackGUI

* java.lang.Object
  + java.awt.Component
    - java.awt.Container
      * javax.swing.JComponent
        + javax.swing.JPanel

blackjackGUI.BlackjackGUI

* All Implemented Interfaces: java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable, javax.accessibility.Accessible  
    
  public class BlackjackGUI  
    
  extends javax.swing.JPanelSee Also: [Serialized Form](http://docs.google.com/serialized-form.html#blackjackGUI.BlackjackGUI)

### Nested Class Summary

### Nested classes/interfaces inherited from class javax.swing.JComponentjavax.swing.JComponent.AccessibleJComponent

### Nested classes/interfaces inherited from class java.awt.Componentjava.awt.Component.BaselineResizeBehavior

### Field Summary

### Fields inherited from class javax.swing.JComponentTOOL\_TIP\_TEXT\_KEY, UNDEFINED\_CONDITION, WHEN\_ANCESTOR\_OF\_FOCUSED\_COMPONENT, WHEN\_FOCUSED, WHEN\_IN\_FOCUSED\_WINDOW

### Fields inherited from class java.awt.ComponentBOTTOM\_ALIGNMENT, CENTER\_ALIGNMENT, LEFT\_ALIGNMENT, RIGHT\_ALIGNMENT, TOP\_ALIGNMENT

### Fields inherited from interface java.awt.image.ImageObserverABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

### Constructor SummaryConstructors

|  |
| --- |
| * + Constructor and Description |
| * + [BlackjackGUI](http://docs.google.com/blackjackGUI/BlackjackGUI.html#BlackjackGUI-blackjack.BlackjackEngine-boolean-)([BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html) engine, boolean runningAsApplet) |

### Method SummaryAll Methods Instance Methods Concrete Methods

|  |  |
| --- | --- |
| * + Modifier and Type | * + Method and Description |
| * + javax.swing.JPanel | * + [getPanel](http://docs.google.com/blackjackGUI/BlackjackGUI.html#getPanel--)() |
| * + java.awt.Dimension | * + [getPreferredSize](http://docs.google.com/blackjackGUI/BlackjackGUI.html#getPreferredSize--)() |
| * + void | * + [startGame](http://docs.google.com/blackjackGUI/BlackjackGUI.html#startGame--)() |
| * + void | * + [updateGameStatus](http://docs.google.com/blackjackGUI/BlackjackGUI.html#updateGameStatus--)() |

### Methods inherited from class javax.swing.JPanelgetAccessibleContext, getUI, getUIClassID, setUI, updateUI

### Methods inherited from class javax.swing.JComponentaddAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getHeight, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getWidth, getX, getY, grabFocus, hide, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingTile, isRequestFocusEnabled, isValidateRoot, paint, paintImmediately, paintImmediately, print, printAll, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeNotify, removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setEnabled, setFocusTraversalKeys, setFont, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize, setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled, setToolTipText, setTransferHandler, setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction, update

### Methods inherited from class java.awt.Containeradd, add, add, add, add, addContainerListener, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalKeys, getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, printComponents, remove, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusCycleRoot, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setLayout, transferFocusDownCycle, validate

### Methods inherited from class java.awt.Componentaction, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, contains, createImage, createImage, createVolatileImage, createVolatileImage, dispatchEvent, enable, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPeer, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setName, setSize, setSize, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

### Methods inherited from class java.lang.Objectequals, getClass, hashCode, notify, notifyAll, wait, wait, wait

### Constructor Detail

#### BlackjackGUI public BlackjackGUI([BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html) engine, boolean runningAsApplet)

### Method Detail

#### getPanel public javax.swing.JPanel getPanel()

#### startGame public void startGame()

#### updateGameStatus public void updateGameStatus()

#### getPreferredSize public java.awt.Dimension getPreferredSize()Overrides: getPreferredSize in class javax.swing.JComponent

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