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G

[GAME\_IN\_PROGRESS](http://docs.google.com/blackjack/BlackjackEngine.html#GAME_IN_PROGRESS) - Static variable in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)   [getAccountAmount()](http://docs.google.com/blackjack/Blackjack.html#getAccountAmount--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getAccountAmount()](http://docs.google.com/blackjack/BlackjackEngine.html#getAccountAmount--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns the player's account amount

[getBetAmount()](http://docs.google.com/blackjack/Blackjack.html#getBetAmount--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getBetAmount()](http://docs.google.com/blackjack/BlackjackEngine.html#getBetAmount--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns an integer representing the bet amount.

[getDealerCards()](http://docs.google.com/blackjack/Blackjack.html#getDealerCards--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getDealerCards()](http://docs.google.com/blackjack/BlackjackEngine.html#getDealerCards--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns dealer's cards.

[getDealerCardsEvaluation()](http://docs.google.com/blackjack/Blackjack.html#getDealerCardsEvaluation--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getDealerCardsEvaluation()](http://docs.google.com/blackjack/BlackjackEngine.html#getDealerCardsEvaluation--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns an integer value that can assume the values LESS\_THAN\_21 if the dealer's cards have a value less than 21, BUST if the dealer's cards have a value greater than 21, and BLACKJACK if the dealer has an Ace along with a "10", Jack, Queen, or King.

[getDealerCardsTotal()](http://docs.google.com/blackjack/Blackjack.html#getDealerCardsTotal--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getDealerCardsTotal()](http://docs.google.com/blackjack/BlackjackEngine.html#getDealerCardsTotal--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns an array representing the possible value(s) associated with the dealer's cards if the cards represent a value less than or equal to 21.

[getGameDeck()](http://docs.google.com/blackjack/Blackjack.html#getGameDeck--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getGameDeck()](http://docs.google.com/blackjack/BlackjackEngine.html#getGameDeck--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns the current deck of cards.

[getGameStatus()](http://docs.google.com/blackjack/Blackjack.html#getGameStatus--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getGameStatus()](http://docs.google.com/blackjack/BlackjackEngine.html#getGameStatus--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns an integer representing the game status.

[getImageFileName()](http://docs.google.com/blackjackGUI/CardImage.html#getImageFileName--) - Method in class blackjackGUI.[CardImage](http://docs.google.com/blackjackGUI/CardImage.html)   [getIntValue()](http://docs.google.com/blackjack/CardValue.html#getIntValue--) - Method in enum blackjack.[CardValue](http://docs.google.com/blackjack/CardValue.html)   [getNumberOfDecks()](http://docs.google.com/blackjack/Blackjack.html#getNumberOfDecks--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getNumberOfDecks()](http://docs.google.com/blackjack/BlackjackEngine.html#getNumberOfDecks--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns the number of decks being used.

[getPanel()](http://docs.google.com/blackjackGUI/BlackjackGUI.html#getPanel--) - Method in class blackjackGUI.[BlackjackGUI](http://docs.google.com/blackjackGUI/BlackjackGUI.html)   [getPlayerCards()](http://docs.google.com/blackjack/Blackjack.html#getPlayerCards--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getPlayerCards()](http://docs.google.com/blackjack/BlackjackEngine.html#getPlayerCards--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns player's cards.

[getPlayerCardsEvaluation()](http://docs.google.com/blackjack/Blackjack.html#getPlayerCardsEvaluation--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getPlayerCardsEvaluation()](http://docs.google.com/blackjack/BlackjackEngine.html#getPlayerCardsEvaluation--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns an integer value that can assume the values LESS\_THAN\_21 if the player's cards have a value less than 21, BUST if the players's cards have a value greater than 21, and BLACKJACK if the player has an Ace along with a "10", Jack, Queen, or King.

[getPlayerCardsTotal()](http://docs.google.com/blackjack/Blackjack.html#getPlayerCardsTotal--) - Method in class blackjack.[Blackjack](http://docs.google.com/blackjack/Blackjack.html)   [getPlayerCardsTotal()](http://docs.google.com/blackjack/BlackjackEngine.html#getPlayerCardsTotal--) - Method in interface blackjack.[BlackjackEngine](http://docs.google.com/blackjack/BlackjackEngine.html)

Returns an array representing the possible value(s) associated with the player's cards if the cards represent a value less than or equal to 21.

[getPreferredSize()](http://docs.google.com/blackjackGUI/BlackjackGUI.html#getPreferredSize--) - Method in class blackjackGUI.[BlackjackGUI](http://docs.google.com/blackjackGUI/BlackjackGUI.html)   [getSuit()](http://docs.google.com/blackjack/Card.html#getSuit--) - Method in class blackjack.[Card](http://docs.google.com/blackjack/Card.html)   [getValue()](http://docs.google.com/blackjack/Card.html#getValue--) - Method in class blackjack.[Card](http://docs.google.com/blackjack/Card.html)   [getValue()](http://docs.google.com/blackjack/CardSuit.html#getValue--) - Method in enum blackjack.[CardSuit](http://docs.google.com/blackjack/CardSuit.html)   [getValue()](http://docs.google.com/blackjack/CardValue.html#getValue--) - Method in enum blackjack.[CardValue](http://docs.google.com/blackjack/CardValue.html)   [B](http://docs.google.com/index-1.html) [C](http://docs.google.com/index-2.html) [D](http://docs.google.com/index-3.html) [E](http://docs.google.com/index-4.html) [G](http://docs.google.com/index-5.html) [H](http://docs.google.com/index-6.html) [I](http://docs.google.com/index-7.html) [L](http://docs.google.com/index-8.html) [M](http://docs.google.com/index-9.html) [P](http://docs.google.com/index-10.html) [R](http://docs.google.com/index-11.html) [S](http://docs.google.com/index-12.html) [T](http://docs.google.com/index-13.html) [U](http://docs.google.com/index-14.html) [V](http://docs.google.com/index-15.html)

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