

Interfaces

- **GameServer**
 - Methods
 - createTable
 - addPlayerToTable
 - removePlayerFromTable
 - dealPlayerAtTable
 - playerStaysAtTable
 - Attributes
 - number of games online
 - number of players online
 - number of tables online
 - whose turn at which table
 - who's playing at which table
 - Exceptions
 - clientTimeoutException
 - fullTableException
 - numTablesMaxedException

- **AccountServer**
 - Methods
 - createAccount
 - retrieveAccount
 - depositMoney
 - withdrawMoney
 - Attributes
 - number of player accounts
 - current amount of House cash
 - Exceptions
 - moneyDepositLimitException
 - moneyInvalidNumberException
 - clientTimeoutException