**Interfaces**

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

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