

msaJustPyUI Module

`.ui_demos.card`

Attributes

button_classes module-attribute

```
button_classes = "\ninline-flex items-center px-6 py-6 border border-gray-700 text-2xl\nleading-6 font-bold rounded-md text-gray-700 \nbg-white hover:text-gray-500\nfocus:outline-none focus:border-blue-300 focus:shadow-outline-blue active:text-gray-800\n\nactive:bg-gray-50 transition ease-in-out duration-150\n"
```

card_height module-attribute

```
card_height = int(card_width * 314 / 226)
```

card_size module-attribute

```
card_size = 0.5
```

card_width module-attribute

```
card_width = int(226 * card_size)
```

div_classes module-attribute

```
div_classes = "items-center px-6 py-6 border border-gray-700 text-3xl leading-6 font-\nbold rounded-md text-gray-700; bg-white "
```

Classes

Card

Bases: `jp.Img`

Card component: an extended image with predefined width and height and a transition

Attributes

height `instance-attribute`

```
height = card_height
```

transition `instance-attribute`

```
transition = {  
    "load": "transition origin-left ease-out duration-1000",  
    "load_start": "transform scale-x-0",  
    "load_end": "transform scale-x-100",  
    "enter": "transition origin-left ease-out duration-1000",  
    "enter_start": "transform scale-x-0",  
    "enter_end": "transform scale-x-100",  
}
```

width `instance-attribute`

```
width = card_width
```

Functions

`__init__`

```
__init__(**kwargs)
```

constructor

Functions

blackjack `async`

```
blackjack()
```

the async web page to serve

cards_demo async

```
cards_demo()
```

create_deck async

```
create_deck()
```

get a new deck

deal async

```
deal(deck_id, count = 1)
```

deal

hand_value

```
hand_value(hand)
```

calculate the hand value

hit async

```
hit(self, msg)
```

react on hit button

play_again async

```
play_again(self, msg)
```

react on play again button

stand async

```
stand(self, msg)
```

react on stand button

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