

Main purpose of this thesis is to create agent for playing Texas Hold'em poker, which will be easily extensible by new inputs, outputs and game strategies. We present this firstly on input based on image recognition of client of chosen online poker site, secondly on simple game strategy based on expert system. Main working algorithm of agent will be encapsulated in single object and will run in separate thread. This will allow us to easily incorporate and manage agent from another programs, example way of managing and setting is presented on simple graphical application. The resulting agent can be further used as tool for testing and creation of new game strategies.