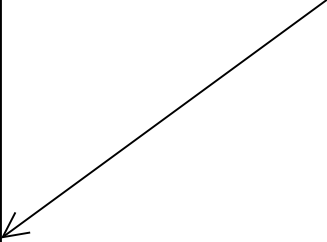
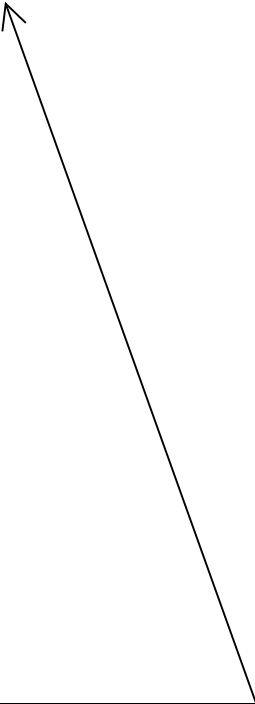
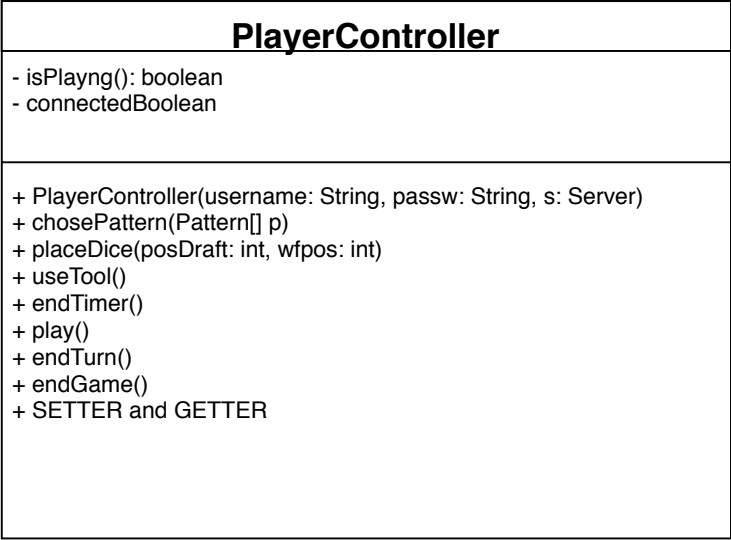
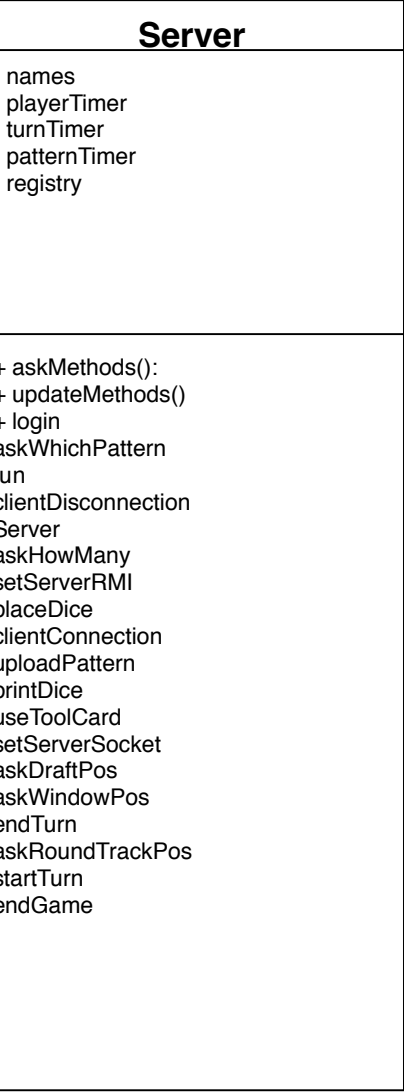
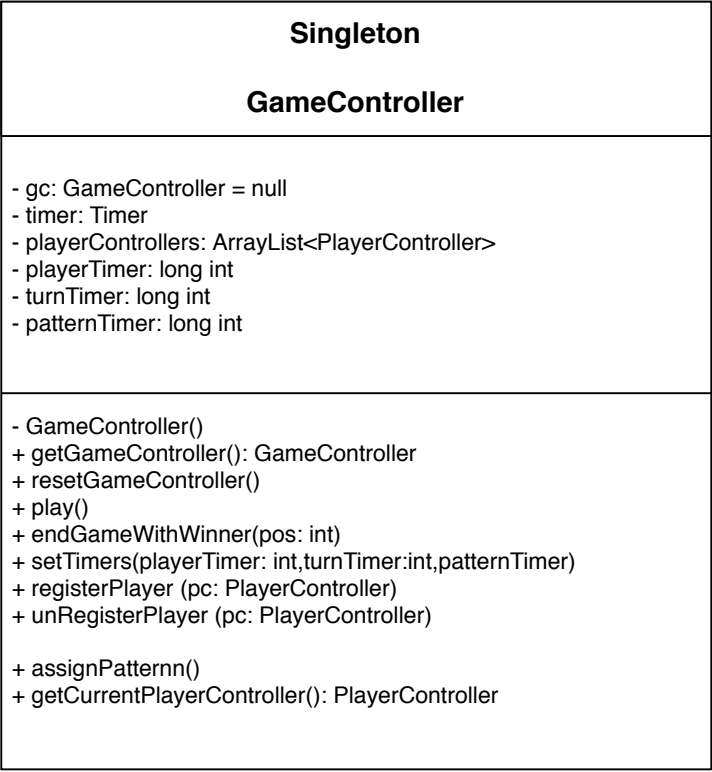


Client
<ul style="list-style-type: none">- name: String- password: String- serverAddress: String- endGame: boolean- youTurn: boolean
<ul style="list-style-type: none">+ run()- askServerAddress(): String- askConnectionType(): ClientToServer- askName(): String- askPassword(): String

-
-
-
-
-
+
+
+
a
r
c
S
a
s
s
p
c
u
p
u
s
a
a
e
a
s
e



```
+ endTurn()  
+ setLogged()  
+ startTurn()
```

ClientInterface

+ field: type

+ getUsername(): String
+ askDraftPos(): int
+ askIncrease(): boolean
+ askWindowPos(): int
+ askRoundTrackPos(): int[]
+ askNumber(): int
+ askHowMany(): boolean
+ startTurn()
+ printDice()
+ askWhichPattern(): int[]
+ updateCurrentPlayer()
+ updateTokens()
+ updateGameTurn()
+ updatePlayerList()
+ updateWindowsFrame()
+ updateDraftPool()
+ updateRoundTrack()
+ endGame()
+ endTimer()
+ getPassword(): String
+ updatePublicObj()
+ updateCurrentRound()
+ updateTools()
+ updateAllWf()
+ sendDisconnectionOf()
+ sendConnectionOf()
+ ping()