## Client

- name: Stringpassword: StringserverAddress: String - endGame: boolean - youTurn: boolean

- + run()
  askServerAddress(): String
  askConnectionType(): ClientToServer
  askName(): String
  askPassword(): String

### **Singleton** GameController - gc: GameController = null - timer: Timer - playerControllers: ArrayList<PlayerController> - playerTimer: long int - turnTimer: long int - patternTimer: long int - GameController() + getGameController(): GameController + resetGameController() + play() + endGameWithWinner(pos: int) + setTimers(playerTimer: int,turnTimer:int,patternTimer) + registerPlayer (pc: PlayerController) + unRegisterPlayer (pc: PlayerController) + assignPatternn() + getCurrentPlayerController(): PlayerController

# names playerTimer

turnTimer patternTimer registry

- askMethods():
- updateMethods()
- ⊦ login askWhichPattern

un

clientDisconnection Server

askHowMany

setServerRMI

olaceDice

clientConnection

ıploadPattern

rintDice

useToolCard setServerSocket

askDraftPos

askWindowPos

endTurn askRoundTrackPos

startTurn

endGame

### **PlayerController**

- isPlayng(): boolean
- connectedBoolean
- + PlayerController(username: String, passw: String, s: Server)
- + chosePattern(Pattern[] p)
- + placeDice(posDraft: int, wfpos: int)
- + useTool()
- + endTimer()
- + play()
- + endTurn()
- + endGame()
- + SETTER and GETTER

- + end (urn()
- + 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()