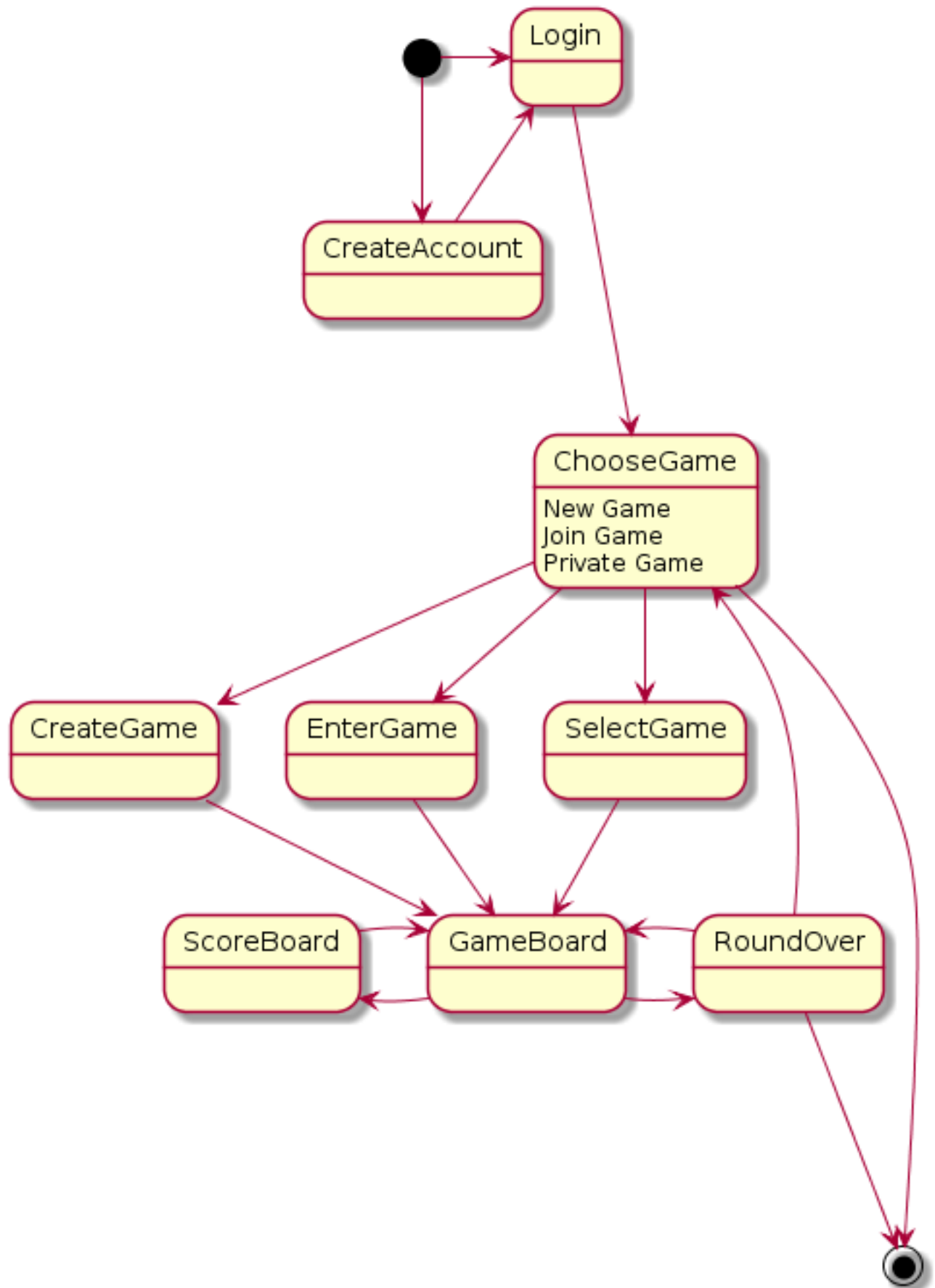


SDD -Client Low Level Design

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Client State Diagram



State Diagram.png

Client Class Diagram

1 MainFrame

This class is inherited publically from wxFrame.

- public:
 - `MainFrame(const wxString& title, const wxPoint& pos, const wxSize& size);`
In the main frame, the main components of the software are held. Following are the functions included:
 - `void joinPrivateSpadesGame(wxCommandEvent& event)`
This function allows a user to join a spades game that is closed to public use.
 - `void joinPrivateHeartsGame(wxCommandEvent& event)`
This function allows a user to join a hearts game that is closed to public view.
 - `void joinPublicSpadesGame(wxCommandEvent& event)`
This function will allow user to connect to first available spades game.
 - `void joinPublicHeartsGame(wxCommandEvent& event)`
This function will allow user to connect to first available hearts game.
 - `void createNewSpadesGame(wxCommandEvent& event)`
This function will create a new Spades Game.
 - `void createNewHeartsGame(wxCommandEvent& event)`
This function will create a new Hearts Game.
- private:
 - `ServerDialog m_serverDialog;`
 - `wxMenuBar* m_menubar;`
 - `xMenu* m_menuFile;`
 - `wxMenu* m_menuTest;`
 - `wxMenu* m_menuServer;`
 - `wxMenu* m_menuHelp;`
 - `wxMenu* m_menuGameRules;`
 - `void loadPlayerHand(wxCommandEvent& event);`
Allows for players hand to be loaded on screen from server.
 - `void loadCenterCards(wxCommandEvent& event);`
Allows for cards to be placed in middle of screen after play.
 - `void serverSettingsDialog(wxCommandEvent& event);`
 - `void connectToServer(wxCommandEvent& event);`
Allows player to connect to server to play game of choice.
 - `void showHeartsRules(wxCommandEvent& event);`
Allows user to get Hearts Rules.
 - `std::string getHeartsRules();`
 - `void showSpadesRules(wxCommandEvent& event);`
Allows user to get Spades Rules.
 - `std::string getSpadesRules();`
 - `void OnExit(wxCommandEvent& event);`
Allows user to exit program.
 - `void OnAbout(wxCommandEvent& event);`
Allows user to see details of program.
 - `wxDECLARE_EVENT_TABLE();`

2 ServerDialog

This class is inherited publically from wxDialog.

- public:
 - ServerDialog(wxWindow* parent, wxWindowID id = wxID_ANY, const wxString& title = wxEmptyString, const wxPoint& pos = wxDefaultPosition, const wxSize& size = wxDefaultSize, long style = wxDEFAULT_DIALOG_STYLE);
 - std::string getIP() return m_ip; ;
 - int getPort() return m_port; ;
- private:
- protected:
 - std::string m_ip;
 - int m_port;
 - wxWindow* m_parent;
 - wxStaticText* m_staticTextIP;
 - wxTextCtrl* m_textCtrlIP;
 - wxStaticText* m_staticTextPort;
 - wxTextCtrl* m_textCtrlPort;
 - wxButton* m_submitBtn;
 - void OnClose(wxCommandEvent& event);

3 RulesWindow

This class is inherited publically from wxScrolledWindow

- public:
 - RulesWindow(wxWindow* parent, wxWindowID id, std::string rules);
This allows user to read and learn rules for either Hearts or Spades.
- private:
 - std::string m_rules;

4 LoginLayout

This class is inherited publically from wxBoxSizer

- public:
 - LoginLayout(MainFrame* parent, int orient = wxVERTICAL);
This function will bring up a screen where user may login to play game.

5 LobbyLayout

This class is inherited publically from wxBoxSizer

- public:
 - LobbyLayout(MainFrame* parent, int orient = wxVERTICAL);
This function allows the user to access the game lobby.

6 CreateGameLayout

This class is inherited publically from wxBoxSizer

- public:
 - CreateGameLayout(MainFrame* parent, int orient = wxVERTICAL);
When called, this function sets up a game layout for game play.