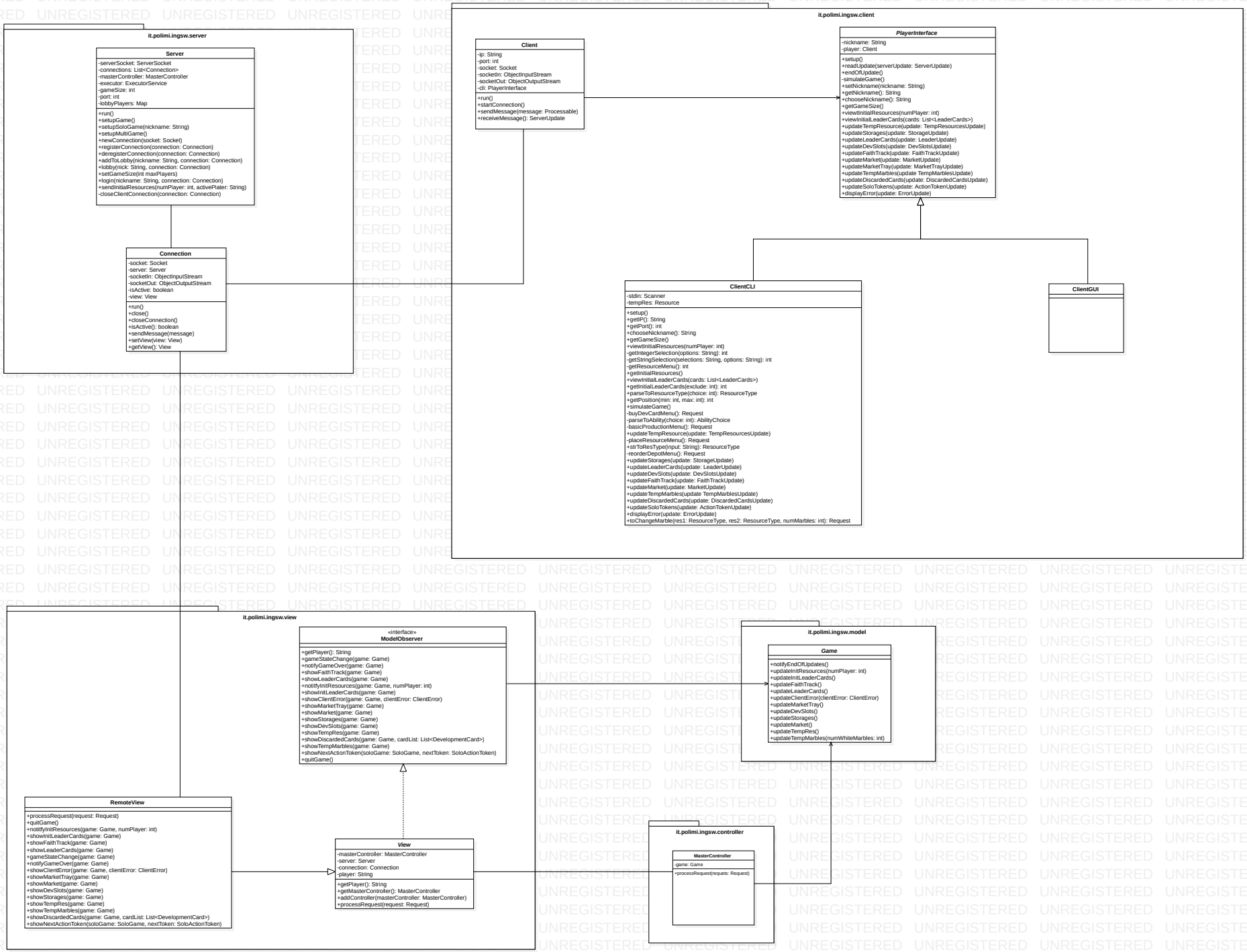
Model.main


it.polimi.ingsw.server
Server
-serverSocket: ServerSocket
-connections: List<Connection>
-masterController: MasterController
-executor: ExecutorService
-gameSize: int
-port: int
-lobbyPlayers: Map
+run()
+setupGame()
+setupSoloGame(nickname: String)
+setupMultiGame()
+newConnection(socket: Socket)
+registerConnection(connection: Connection)
+deregisterConnection(connection: Connection)
+addToLobby(nickname: String, connection: Connection)
+lobby(nick: String, connection: Connection)
+setGameSize(int maxPlayers)
+login(nickname: String, connection: Connection)
+sendInitialResources(numPlayer: int, activePlater: String)
-closeClientConnection(connection: Connection)
Connection
-socket: Socket
-server: Server
-socketIn: ObjectInputStream
-socketOut: ObjectOutputStream
-isActive: boolean
-view: View
+run()
+close()
+closeConnection()
+isActive(): boolean
+sendMessage(message)
+setView(view: View)
+getView(): View
it.polimi.ingsw.client
Client
-ip: String
-port: int
-socket: Socket
-socketIn: ObjectInputStream
-socketOut: ObjectOutputStream
-cli: PlayerInterface
+run()
+startConnection()
+sendMessage(message: Processable)
+receiveMessage(): ServerUpdate
PlayerInterface
-nickname: String
-player: Client
+setup()
+readUpdate(serverUpdate: ServerUpdate)
+endOfUpdate()
-simulateGame()
+setNickname(nickname: String)
+getNickname(): String
+chooseNickname(): String
+getGameSize()
+viewInitialResources(numPlayer: int)
+viewInitialLeaderCards(cards: List<LeaderCards>)
+updateTempResource(update: TempResourcesUpdate)
+updateStorages(update: StorageUpdate)
+updateLeaderCards(update: LeaderUpdate)
+updateDevSlots(update: DevSlotsUpdate)
+updateFaithTrack(update: FaithTrackUpdate)
+updateMarket(update: MarketUpdate)
+updateMarketTray(update: MarketTrayUpdate)
+updateTempMarbles(update TempMarblesUpdate)
+updateDiscardedCards(update: DiscardedCardsUpdate)
+updateSoloTokens(update: ActionTokenUpdate)
+displayError(update: ErrorUpdate)
ClientCLI
-stdin: Scanner
-tempRes: Resource
+setup()
+getIP(): String
+getPort(): int
+chooseNickname(): String
+getGameSize()
+viewInitialResources(numPlayer: int)
-getIntegerSelection(options: String): int
-getStringSelection(selections: String, options: String): int
-getResourceMenu(): int
+getInitialResources()
+viewInitialLeaderCards(cards: List<LeaderCards>)
+getInitialLeaderCards(exclude: int): int
+parseToResourceType(choice: int): ResourceType
+getPosition(min: int, max: int): int
+simulateGame()
-buyDevCardMenu(): Request
-parseToAbility(choice: int): AbilityChoice
-basicProductionMenu(): Request
+updateTempResource(update: TempResourcesUpdate)
-placeResourceMenu(): Request
+strToResType(input: String): ResourceType
-reorderDepotMenu(): Request
+updateStorages(update: StorageUpdate)
+updateLeaderCards(update: LeaderUpdate)
+updateDevSlots(update: DevSlotsUpdate)
+updateFaithTrack(update: FaithTrackUpdate)
+updateMarket(update: MarketUpdate)
+updateTempMarbles(update TempMarblesUpdate)
+updateDiscardedCards(update: DiscardedCardsUpdate)
+updateSoloTokens(update: ActionTokenUpdate)
+displayError(update: ErrorUpdate)
+toChangeMarble(res1: ResourceType, res2: ResourceType, numMarbles: int): Request
ClientGUI
it.polimi.ingsw.view
«interface»
ModelObserver
+getPlayer(): String
+gameStateChange(game: Game)
+notifyGameOver(game: Game)
+showFaithTrack(game: Game)
+showLeaderCards(game: Game)
+notifyInitResources(game: Game, numPlayer: int)
+showInitLeaderCards(game: Game)
+showClientError(game: Game, clientError: ClientError)
+showMarketTray(game: Game)
+showMarket(game: Game)
+showStorages(game: Game)
+showDevSlots(game: Game)
+showTempRes(game: Game)
+showDiscardedCards(game: Game, cardList: List<DevelopmentCard>)
+showTempMarbles(game: Game)
+showNextActionToken(soloGame: SoloGame, nextToken: SoloActionToken)
+quitGame()
RemoteView
+processRequest(request: Request)
+quitGame()
+notifyInitResources(game: Game, numPlayer: int)
+showInitLeaderCards(game: Game)
+showFaithTrack(game: Game)
+showLeaderCards(game: Game)
+gameStateChange(game: Game)
+notifyGameOver(game: Game)
+showClientError(game: Game, clientError: ClientError)
+showMarketTray(game: Game)
+showMarket(game: Game)
+showDevSlots(game: Game)
+showStorages(game: Game)
+showTempRes(game: Game)
+showTempMarbles(game: Game)
+showDiscardedCards(game: Game, cardList: List<DevelopmentCard>)
+showNextActionToken(soloGame: SoloGame, nextToken: SoloActionToken)
View
-masterController: MasterController
-server: Server
-connection: Connection
-player: String
+getPlayer(): String
+getMasterController(): MasterController
+addController(masterController: MasterController)
+processRequest(request: Request)
it.polimi.ingsw.model
Game
+notifyEndOfUpdates()
+updateInitResources(numPlayer: int)
+updateInitLeaderCards()
+updateFaithTrack()
+updateLeaderCards()
+updateClientError(clientError: ClientError)
+updateMarketTray()
+updateDevSlots()
+updateStorages()
+updateMarket()
+updateTempRes()
+updateTempMarbles(numWhiteMarbles: int)
it.polimi.ingsw.controller
MasterController
-game: Game
+processRequest(requests: Request)