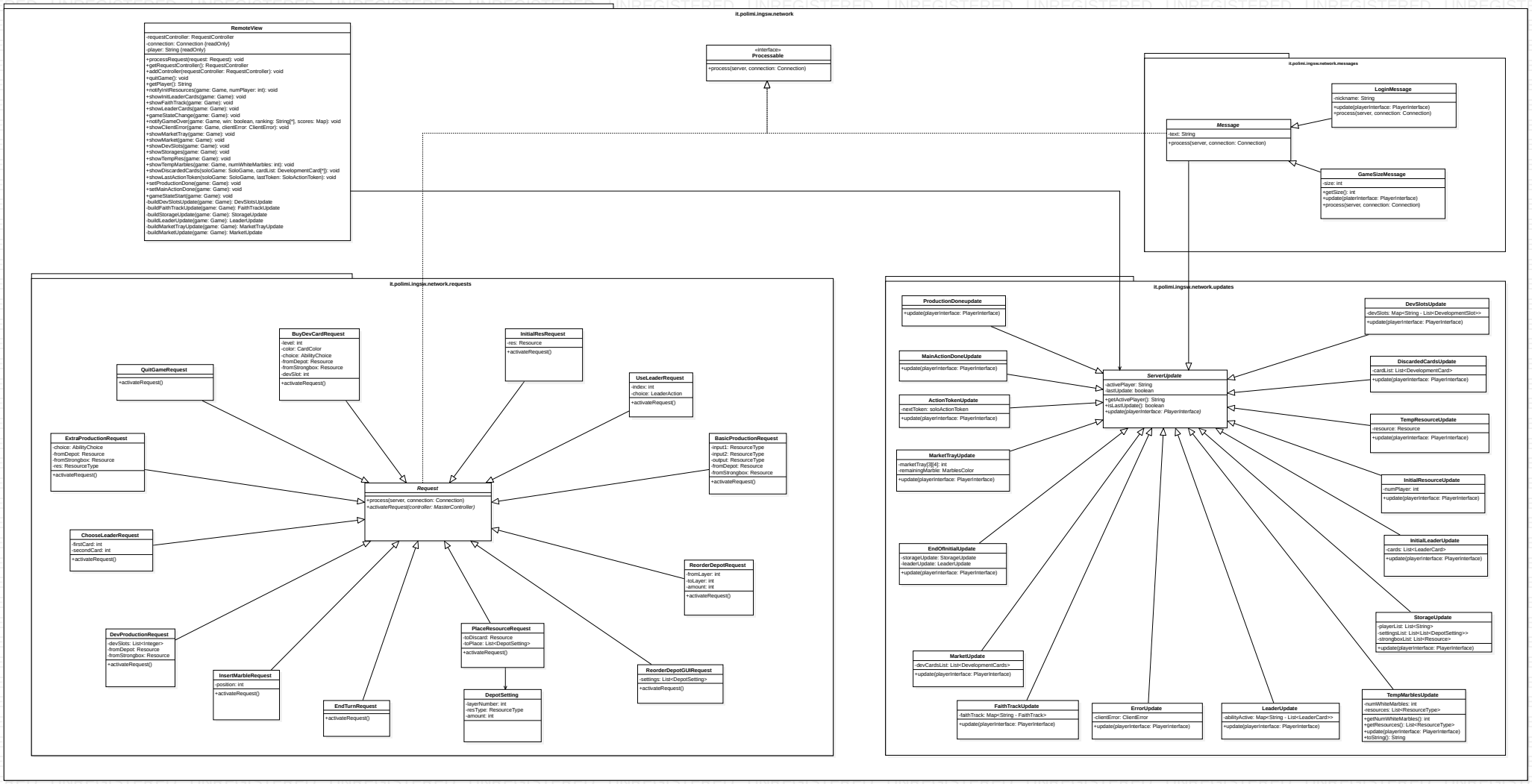
# Model.mdj


it.polimi.ingsw.network
RemoteView
-requestController: RequestController
-connection: Connection {readOnly}
-player: String {readOnly}
+processRequest(request: Request): void
+getRequestController(): RequestController
+addController(requestController: RequestController): void
+quitGame(): void
+getPlayer(): String
+notifyInitResources(game: Game, numPlayer: int): void
+showInitLeaderCards(game: Game): void
+showFaithTrack(game: Game): void
+showLeaderCards(game: Game): void
+gameStateChange(game: Game): void
+notifyGameOver(game: Game, win: boolean, ranking: String[*], scores: Map): void
+showClientError(game: Game, clientError: ClientError): void
+showMarketTray(game: Game): void
+showMarket(game: Game): void
+showDevSlots(game: Game): void
+showStorages(game: Game): void
+showTempRes(game: Game): void
+showTempMarbles(game: Game, numWhiteMarbles: int): void
+showDiscardedCards(soloGame: SoloGame, cardList: DevelopmentCard[*]): void
+showLastActionToken(soloGame: SoloGame, lastToken: SoloActionToken): void
+setProductionDone(game: Game): void
+setMainActionDone(game: Game): void
+gameStateStart(game: Game): void
-buildDevSlotsUpdate(game: Game): DevSlotsUpdate
-buildFaithTrackUpdate(game: Game): FaithTrackUpdate
-buildStorageUpdate(game: Game): StorageUpdate
-buildLeaderUpdate(game: Game): LeaderUpdate
-buildMarketTrayUpdate(game: Game): MarketTrayUpdate
-buildMarketUpdate(game: Game): MarketUpdate
«interface»
Processable
+process(server, connection: Connection)
it.polimi.ingsw.network.messages
LoginMessage
-nickname: String
+update(playerInterface: PlayerInterface)
+process(server, connection: Connection)
Message
-text: String
+process(server, connection: Connection)
GameSizeMessage
-size: int
+getSize(): int
+update(plateriInterface: PlayerInterface)
+process(server, connection: Connection)
it.polimi.ingsw.network.requests
QuitGameRequest
+activateRequest()
BuyDevCardRequest
-level: int
-color: CardColor
-choice: AbilityChoice
-fromDepot: Resource
-fromStrongbox: Resource
-devSlot: int
+activateRequest()
InitialResRequest
-res: Resource
+activateRequest()
UseLeaderRequest
-index: int
-choice: LeaderAction
+activateRequest()
ExtraProductionRequest
-choice: AbilityChoice
-fromDepot: Resource
-fromStrongbox: Resource
-res: ResourceType
+activateRequest()
BasicProductionRequest
-input1: ResourceType
-input2: ResourceType
-output: ResourceType
-fromDepot: Resource
-fromStrongbox: Resource
+activateRequest()
Request
+process(server, connection: Connection)
+activateRequest(controller: MasterController)
ChooseLeaderRequest
-firstCard: int
-secondCard: int
+activateRequest()
ReorderDepotRequest
-fromLayer: int
-toLayer: int
-amount: int
+activateRequest()
DevProductionRequest
-devSlots: List<Integer>
-fromDepot: Resource
-fromStrongbox: Resource
+activateRequest()
PlaceResourceRequest
-toDiscard: Resource
-toPlace: List<DepotSetting>
+activateRequest()
InsertMarbleRequest
-position: int
+activateRequest()
EndTurnRequest
+activateRequest()
DepotSetting
-layerNumber: int
-resType: ResourceType
-amount: int
ReorderDepotGUIRequest
-settings: List<DepotSetting>
+activateRequest()
it.polimi.ingsw.network.updates
ProductionDoneupdate
+update(playerInterface: PlayerInterface)
DevSlotsUpdate
-devSlots: Map<String - List<DevelopmentSlot>>
+update(playerInterface: PlayerInterface)
MainActionDoneUpdate
+update(playerInterface: PlayerInterface)
DiscardedCardsUpdate
-cardList: List<DevelopmentCard>
+update(playerInterface: PlayerInterface)
ServerUpdate
-activePlayer: String
-lastUpdate: boolean
+getActivePlayer(): String
+isLastUpdate(): boolean
+update(playerInterface: PlayerInterface)
ActionTokenUpdate
-nextToken: soloActionToken
+update(playerInterface: PlayerInterface)
TempResourceUpdate
-resource: Resource
+update(playerInterface: PlayerInterface)
MarketTrayUpdate
-marketTray[3][4]: int
-remainingMarble: MarblesColor
+update(playerInterface: PlayerInterface)
InitialResourceUpdate
-numPlayer: int
+update(playerInterface: PlayerInterface)
EndOfInitialUpdate
-storageUpdate: StorageUpdate
-leaderUpdate: LeaderUpdate
+update(playerInterface: PlayerInterface)
InitialLeaderUpdate
-cards: List<LeaderCard>
+update(playerInterface: PlayerInterface)
StorageUpdate
-playerList: List<String>
-settingsList: List<List<DepotSetting>>
-strongboxList: List<Resource>
+update(playerInterface: PlayerInterface)
MarketUpdate
-devCardsList: List<DevelopmentCards>
+update(playerInterface: PlayerInterface)
FaithTrackUpdate
-faithTrack: Map<String - FaithTrack>
+update(playerInterface: PlayerInterface)
ErrorUpdate
-clientError: ClientError
+update(playerInterface: PlayerInterface)
LeaderUpdate
-abilityActive: Map<String - List<LeaderCard>>
+update(playerInterface: PlayerInterface)
TempMarblesUpdate
-numWhiteMarbles: int
-resources: List<ResourceType>
+getNumWhiteMarbles(): int
+getResources(): List<ResourceType>
+update(playerInterface: PlayerInterface)
+toString(): String