

The diagram illustrates the architecture of the It.polimi.lingw network, divided into three main packages: **it.polimi.lingw.client**, **it.polimi.lingw.network**, and **it.polimi.lingw.network.messages**.

**it.polimi.lingw.client** contains a **Client** class with attributes `socket: Socket`, `ip: String`, `socketIn: ObjectInputStream`, and `socketOut: ObjectOutputStream`. It implements the **Processable** interface and has methods `startConnection()`, `sendMessage(msg: Processable)`, and `receiveMessage()` returning `ServerUpdate`.

**it.polimi.lingw.network** contains a **Processable** interface with `process(server: Server, connection: Connection)`. It defines a **Request** interface and a **Request** class. The **Request** class has methods `process(server: Server, connection: Connection)` and `activateRequest(controller: MasterController)`. It defines several request classes, including **ShowDevSlotsRequest**, **ShowLeaderCardsRequest**, **ShowMarketRequest**, **ShowMarketTrayRequest**, **ShowTempResourceRequest**, **ShowFaithTrackRequest**, **QuitGameRequest**, **ShowStorageRequest**, **ExtraProductionRequest**, **ChooseLeaderRequest**, **DevProductionRequest**, **InsertMarblesRequest**, **EndTurnRequest**, **PlaceResourceRequest**, **ReorderDepositRequest**, **BasicProductionRequest**, **InitialResRequest**, **UserLeaderRequest**, and **BuyDevCardRequest**.

**it.polimi.lingw.network.messages** contains a **Message** class with `send: String` and `process(server: Server, connection: Connection)`. It defines **LoginMessage** and **GameSizeMessage**.

**it.polimi.lingw.network.messages** also contains a **ServerUpdate** class with `activePlayer: String`, `startUpdate: boolean`, `updateActivePlayer(): String`, and `update(playerInterface: PlayerInterface)`. It defines several update classes, including **ActionTokenUpdate**, **MarketTrayUpdate**, **MarketUpdate**, **FaithTrackUpdate**, **ErrorUpdate**, **LeaderUpdate**, **TempMarblesUpdate**, **StorageUpdate**, **InitialLeaderUpdate**, **InitialResourceUpdate**, **TempResourceUpdate**, **DiscardedCardsUpdate**, **DevSlotsUpdate**, and **ReorderDepositRequest**.

