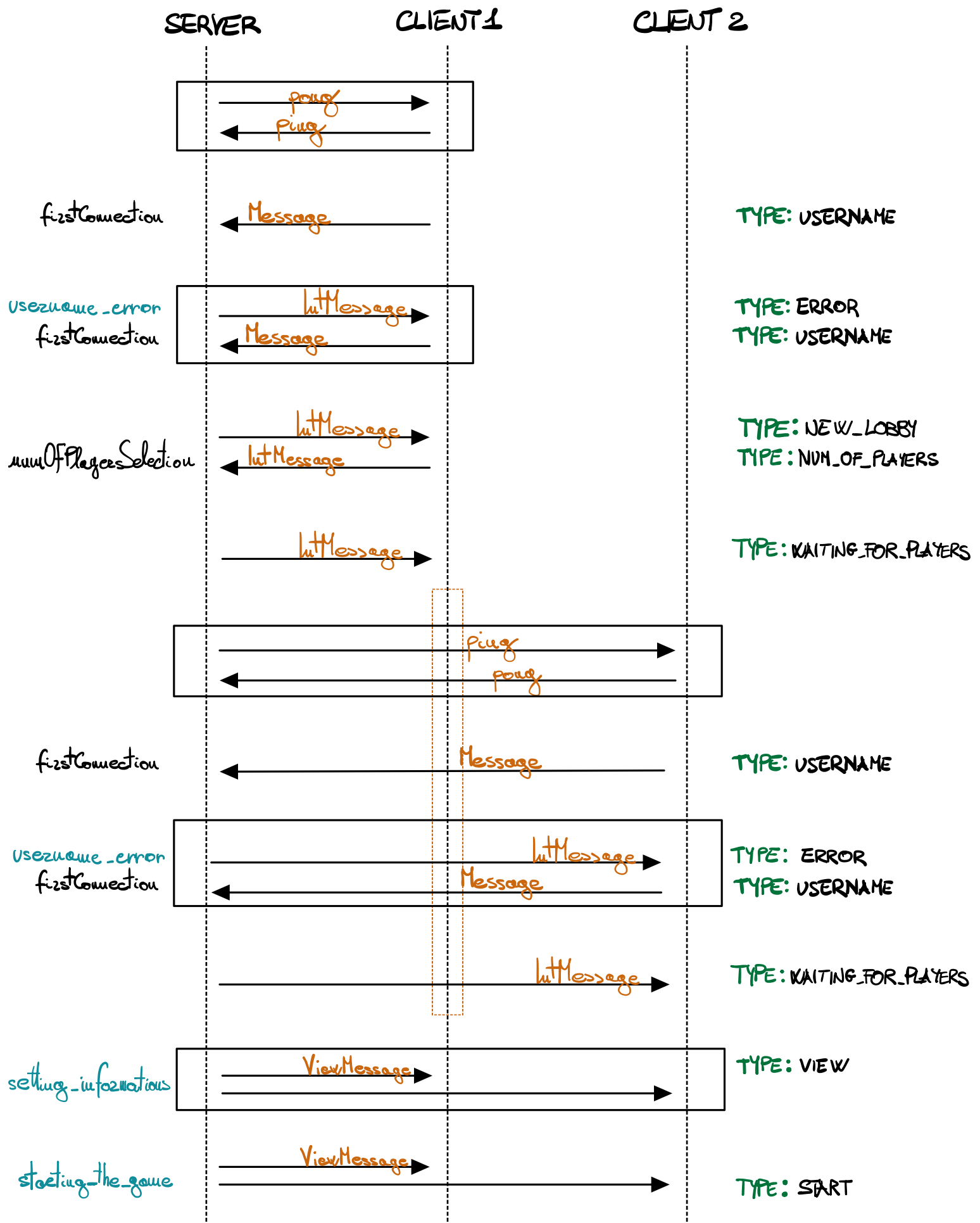


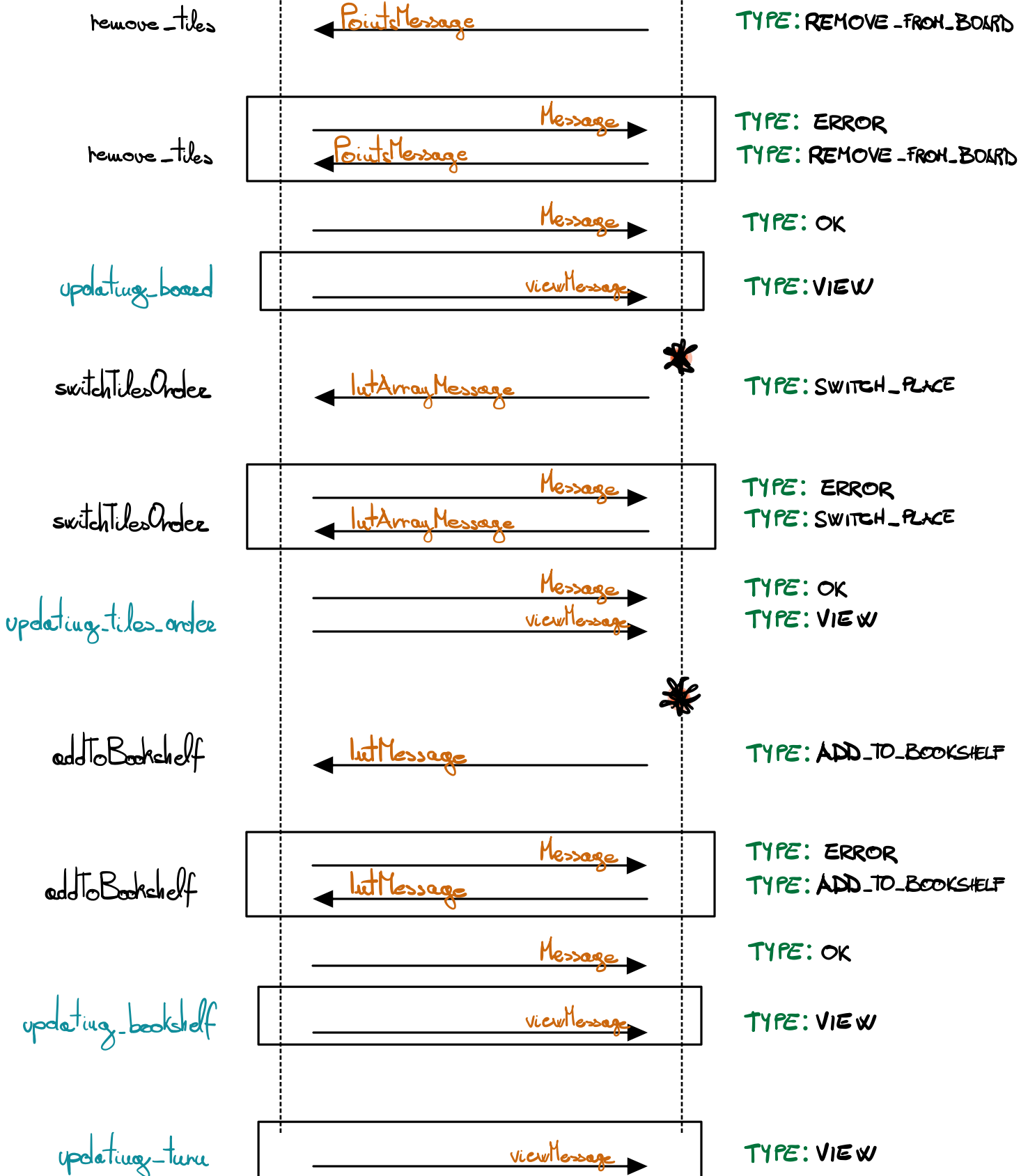
Connection with 2 clients



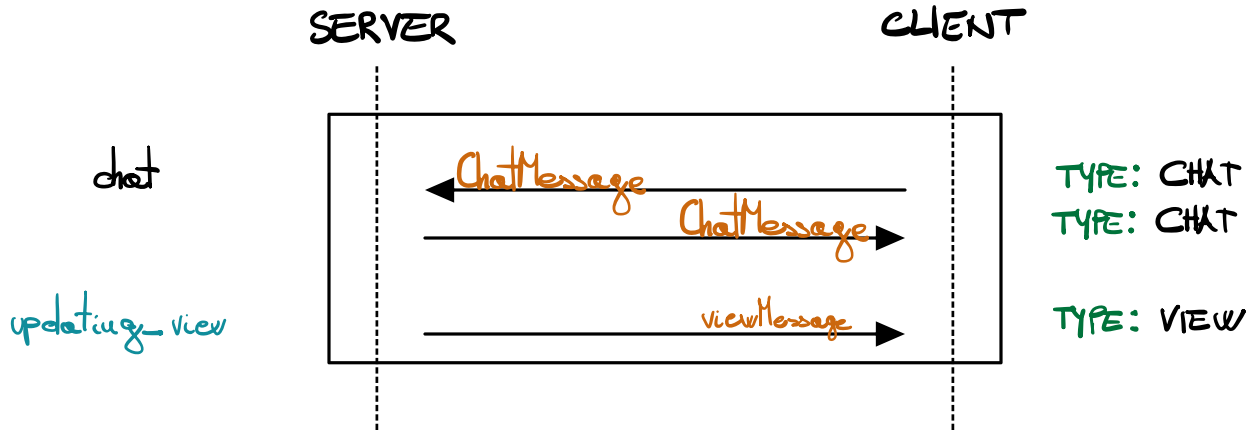
Game simulation

SERVER

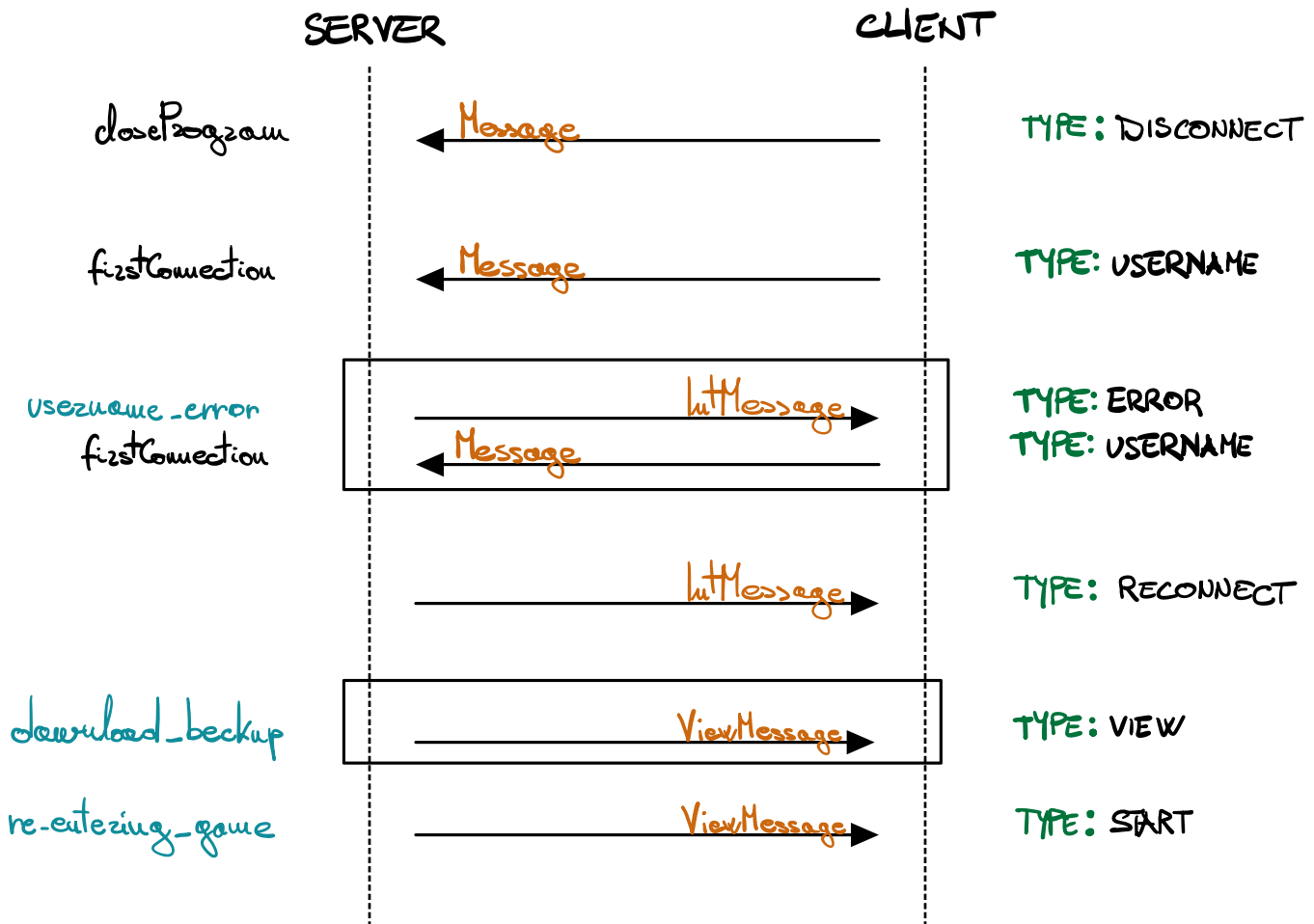
CLIENT








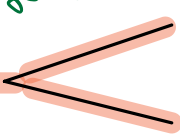
Chat_loop

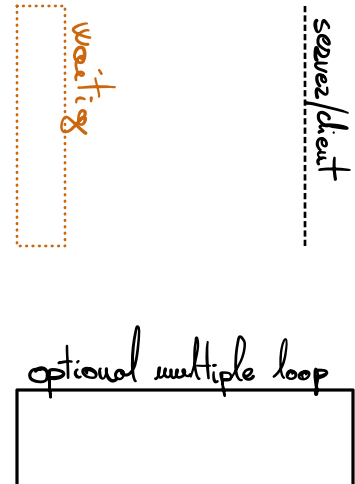


Disconnect/reconnect



Leggenda

-  Method called by the Client
-  Server work that the client does not see
-  Messages used for communication
-  Type of Message sent
-  Possibility of  Chat-loop
Disconnect/reconnect



optional multiple loop

