UML UTILS

MessageSerializer

-gson: Gson

+ serializeJoinGame(username: String, threePlayers: boolean) : JsonElement
+ serializeDivinities(divinities: ArrayList<Divinity>,header: String): JsonElement
+ serializeDivinity(divinity: Divinity): JsonElement
+ serializeStartingPosition(grid: Grid,header: String): JsonElement
+ serializeChosenMove(grid: Grid,move: Move): JsonElement
+ serializeNextMoves(grid: Grid,moves: MoveList,currentPlayerID: String): JsonElement

MessageDeserializer

-jsonParser : JsonParser
-gson: Gson

+ deserializeString(message: String,propName: String) : String
+ deserializeBoolean(message: String,propName: String): boolean
+ deserializeObject(message: String,propName: String,type Class<T>): <T> T

ListenForChosenDivinity

+ convertDivinity(strDivinity: String): Divinity
+ convertDivinityList(strDivinities: ArrayList<String>): ArrayList<Divinity>
+ convertDivinityListToString(divinities: DivinityList): ArrayList<String>