UML SERVER SIDE NETWORK

ResponseHandler

- responseSender : ResponseSender

+ respond(String XMLRequestBody):void

ResponseSender

-clientConnection : Socket
-controller : Controller

+ sendNewPlayerConnect() :void
+ sendDivinities(): void
+ sendPossibleDivinities: void
+ sendPawnsPosition(): void
+ sendMoves(): void
+ sendEndGame(): void

1,1   1..*

ListenForPlayer

+ respond(String XMLRequestBody): void

ListenForDivinitiesChoice

+ respond(String XMLRequestBody): void

ListenForChosenDivinity

+ respond(String XMLRequestBody): void

ListenForStartingPosition

+ respond(String XMLRequestBody): void

ListenForChosenMove

+ respond(String XMLRequestBody): void