

Sequence diagram description

Server starting

This diagram shows the starting of the server with the initialization of the main components of the controller: UsernameIssuer, GameCodeIssuer, LobbyController. Those components are initialized with the values read from the file system. Specifically, GameCodeIssuer will contain the IDs of the saved games, and usernameIssuer will contain the usernames of the participants in those games.

Client starter

This diagram shows the starting of the client. As the first step, the user is asked to choose between CLI or GUI. If they choose GUI, the next question is handled by the GUI. Otherwise, the CLI asks whether to use RMI or Socket, and the corresponding client is created.

Client connection CLI Socket

This diagram shows how a socket client connects to the SocketServer. It involves choosing a username, handling reconnection, and joining the lobby.

Client connection CLI RMI

This diagram shows how an RMI client connects to the RMIServer. It involves choosing a username, handling reconnection, and joining the lobby.

Select card and insert in bookshelf

This diagram shows the process of selecting a card from the user, ordering it, and inserting it in the bookshelf. Since our application is a fat client, the client ensures that the chosen cards are valid and correctly ordered. This way, the server only receives valid choices. The chosen card is then communicated to each connected client so that they can update their internal model. The same applies to inserting the cards in the bookshelf. The client keeps asking for a valid column until one is provided, and the choice is sent to the server and broadcasted to everyone, allowing them to update their models.