

SocketClientHandler			
id	int		
socketServer	SocketServer		
socket	Socket		
controller	Controller		
client	SocketClientProxy		
pingAck	boolean		
getPlacedCard()	PlaceableCard[]		
getId()	int		
initView(String[], Objectives[], ResourceCard[], ResourceCard[])	z		
getNicknames()	String[]		
runVirtualView()	void		
set()	void		
getPlayablePositions()	boolean[][]		
addPlayer(int, String)	void		
updateDecks(ResourceCard, GoldCard, int)	void		
startGameFromFile()	void		
showWinner()	void		
gameOver()	void		
drawCard(int, int)	void		
startGame(boolean)	void		
setMyTurn()	void		
receivePrivateMessage(ChatMessage)	void		
getCardsOnHand()	ResourceCard[]		
setStartingCardAndDrawObjectives(int, StartingCard)	Objectives[]		
updatePoints(int[], int[])	void		
getNumOfPlayers()	int		
setPingAck()	void		
playCard(int, int, int, int, int, boolean)	boolean		
terminate()	void		
sendPrivateMessage(ChatMessage)	void		
setNumOfPlayers(int)	void		
getSecretObjective(int)	Objectives		
getResourceCounter(int)	int[]		
setSecretObjective(int, Objectives)	void		
isNicknameAvailable(String)	boolean		
drawStartingCard()	StartingCard		
connect(VirtualView)	int		
getPingAck()	boolean		
receiveMessage(ChatMessage)	void		
ping()	void		
sendMessage(ChatMessage)	void		

SocketClientProxy			
output	ObjectOutputStream		
getCardsOnHandResponse(ResourceCard[])	void		
gameOver()	void		
getNicknamesResponse(String[])	void		
playCardResponse(boolean)	void		
receiveMessage(ChatMessage)	void		
updateDeck(ResourceCard, GoldCard, int)	void		
isNicknameAvailableResponse(boolean)	void		
drawStartingCardResponse(StartingCard)	void		
startGame(boolean)	void		
getPlayablePositionsResponse(boolean[])	void		
getResourceCounterResponse(int[])	void		
terminate()	void		
updatePoints(int[], int[])	void		
ping()	void		
setMyTurn()	void		
showWinner(int)	void		
getNumOfPlayersResponse(int)	void		
setId(int)	void		
receivePrivateMessage(ChatMessage)	void		
initView(String[], Objectives[], ResourceCard[], ResourceCard[])	void		
setStartingCardAndDrawObjectivesResponse(Objectives[])	void		
getPlacedCardsResponse(PlaceableCard[])	void		
getId()	int		

SocketClient			
nickname	String		
socket	Socket		
nickAvailableResponse	boolean		
playResponse	boolean		
numOfPlayers	int		
isMyTurn	boolean		
response	boolean		
drawStartingCardResponse	StartingCard		
getPlacedCardsResponse	PlaceableCard[]		
getSecretObjectiveResponse	Objectives		
getResourceCounterResponse	int[]		
id	int		
view	View		
nicknamesResponse	String[]		
getCardsOnHandResponse	ResourceCard[]		
server	SocketServerProxy		
isChosen	boolean		
getPlayPosResponse	boolean[]		
setStartingResponse	Objectives[]		
initView(String[], Objectives[], ResourceCard[], ResourceCard[])	void		
setSecretObjective()	void		
isMyTurn()	boolean		
getPlayablePositions()	boolean[]		
ping()	void		
getNicknames()	String[]		
startGame(boolean)	void		
setStartingCardAndDrawObjectives()	Objectives[]		
terminateLocal()	void		
updatePoints(int[], int[])	void		
terminate()	void		
setMyTurn()	void		
runCli()	void		
receivePrivateMessage(ChatMessage)	void		
getResourceCounter(int)	int[]		
connectToServer()	void		
showWinner(int)	void		
sendMessage(ChatMessage)	void		
playCard(int, int, int, int, int, boolean)	boolean		
sendPrivateMessage(ChatMessage)	void		
gameOver()	void		
getNicknameLocal()	String		
getId()	int		
setResponse()	void		
getCardsOnHand()	ResourceCard[]		
setIdAndRunCli(int)	void		
runVirtualServer()	void		
getSecretObjective()	Objectives		
receiveMessage(ChatMessage)	StartingCard		
getPlacedCards(int)	PlaceableCard[]		
getNumOfPlayer()	void		
drawCard(int)	void		
run()	void		
updateDecks(ResourceCard, GoldCard, int)	void		
startGameFromFile()	void		
getIdLocal()	int		
isNicknameAvailable(String)	boolean		

RMIClient			
id	int		
server	VirtualServer		
terminate	boolean		
nickname	String		
isMyTurn	boolean		
numOfPlayers	int		
view	View		
isChosen	boolean		
showWinner(int)	void		
terminateLocal()	void		
drawStartingCard()	StartingCard		
setMyTurn()	void		
receiveMessage(ChatMessage)	void		
getNicknameLocal()	String		
gameOver()	void		
sendPrivateMessage(ChatMessage)	void		
getResourceCounter(int)	int[]		
getPlaceCards(int)	PlaceableCard[]		
getNicknames()	String[]		
terminationCheckerStart()	String[]		
startGame(boolean)	void		
setStartingCardAndDrawObjectives()	Objectives[]		
getCardsOnHand()	ResourceCard[]		
receivePrivateMessage(ChatMessage)	void		
initView(String[], Objectives[], ResourceCard[], ResourceCard[])	void		
runCli()	void		
updatePoints(int[], int[])	void		
run()	void		
getNumOfPlayers()	void		
sendMessage(ChatMessage)	void		
getSecretObjective()	Objectives		
updateDecks(ResourceCard, GoldCard, int)	void		
drawCard(int)	void		
getIdLocal()	int		
isMyTurn()	boolean		
terminate()	void		
ping()	void		
getPlayablePositions()	boolean[]		
getId()	int		
playCard(int, int, int, int, int, boolean)	boolean		
startGameFromFile()	void		
connectToServer()	void		
setSecretObjective()	void		

VirtualView			
initView(String[], Objectives[], ResourceCard[], ResourceCard[])	int		
getId()	int		
updateDecks(ResourceCard, GoldCard, int)	void		
gameOver()	void		
ping()	void		
setMyTurn()	void		
receivePrivateMessage(ChatMessage)	void		
terminate()	void		
startGame(boolean)	void		
showWinner(int)	void		
receiveMessage(ChatMessage)	void		
updatePoints(int[], int[])	void		

Client			
startGameFromFile()	void		
sendPrivateMessage(ChatMessage)	void		
setStartingCardAndDrawObjectives()	Objectives[]		
getNicknames()	String[]		
playCard(int, int, int, int, int, boolean)	boolean		
getNicknameLocal()	String		
sendMessage(ChatMessage)	void		
terminateLocal()	void		
getPlaceCards(int)	PlaceableCard[]		
drawCard(int)	void		
isMyTurn()	boolean		
getCardsOnHand()	ResourceCard[]		
setSecretObjective()	boolean[]		
getResourceCounter(int)	int[]		
getIdLocal()	int		
drawStartingCard()	StartingCard		
getPlayablePositions()	boolean[]		
getSecretObjective()	Objectives		

SocketServerProxy			
output	ObjectOutputStream		
setStartingCardAndDrawObjectives(int, StartingCard)	Objectives[]		
setNumOfPlayers(int)	void		
setSecretObjective(int, Objectives)	void		
playCard(int, int, int, int, int, boolean)	boolean		
getResourceCounter(int)	int[]		
addPlayer(int, String)	void		
getSecretObjective(int)	void		
getCardsOnHand()	ResourceCard[]		
sendMessage(ChatMessage)	void		
connect(VirtualView)	int		
sendPrivateMessage(ChatMessage)	void		
isNicknameAvailable(String)	boolean		
getNicknames()	String[]		
getPlacedCard(int)	PlaceableCard[]		
drawStartingCard()	StartingCard		
getNumOfPlayer()	boolean[]		
getPlayablePositions(int)	void		
startGameFromFile()	void		
pingAck()	void		
drawCard(int, int)	void		

VirtualServer			
getPlayablePositions(int)	boolean[]		
sendPrivateMessage(ChatMessage)	void		
getSecretObjective(int)	Objectives		
getResourceCounter(int)	int[]		
connect(VirtualView)	int		
setSecretObjective(int, Objectives)	void		
startGameFromFile()	int		
getNumOfPlayer()	void		
setStartingCardAndDrawObjectives(int, StartingCard)	Objectives[]		
drawCard(int, int)	void		
getPlaceCards(int)	PlaceableCard[]		
addPlayer(int, String)	void		
playCard(int, int, int, int, int, boolean)	boolean		
isNicknameAvailable(String)	boolean		
getNicknames()	String[]		
drawStartingCard()	StartingCard		
getCardsOnHand()	ResourceCard[]		
sendMessage(ChatMessage)	void		
setNumOfPlayers(int)	void		

ChatMessage			
senderId	int		
receiverId	int		
message	String		
sender	String		
receiver	String		
isPrivate	boolean		
getReceiverId()	int		
sendMessage(String)	void		
setPrivate(boolean)	void		
getSenderId()	int		
getSender()	String		
setReceiver(String)	void		
isPrivate()	boolean		
getReceiver()	String		
getMessage()	String		

RMIServer			
server	RMIServer		
clients	List<VirtualView>		
SERVER_PORT	int		
SERVER_ADDRESS	String		
terminated	boolean		
controller	Controller		
pingStart()	void		
updateDecks(ResourceCard, GoldCard, int)	void		
setStartingCardAndDrawObjectives(int, StartingCard)	Objectives[]		
showWinner(int)	void		
updatePoints(int[], int[])	void		
getSecretObjective(int)	Objectives		
drawCard(int, int)	void		
startGame()	void		
getCardsOnHand()	ResourceCard[]		
sendMessage(ChatMessage)	void		
startServer()	void		
playCard(int, int, int, int, int, boolean)	boolean		
getNicknames()	String[]		
getResourceCounter(int)	int[]		
setNumOfPlayers(int)	void		
resetGame()	void		
terminateGame()	void		
connect(VirtualView)	int		
drawStartingCard()	StartingCard		
setSecretObjective(int, Objectives)	void		
getNumOfPlayers()	int		
terminateGame(boolean, int)	void		
getServer()	RMIServer		
startGameFromFile()	void		
sendPrivateMessage(ChatMessage)	void		
getPlayablePositions(int)	boolean[]		
getPlaceCards(int)	PlaceableCard[]		
sendPrivateMessageFromSocket(ChatMessage)	void		
addPlayer(int, String)	void		
initView(String[], Objectives[], ResourceCard[], ResourceCard[])	void		
showTurn(int)	void		
sendMessageFromSocket(ChatMessage)	void		
isNicknameAvailable(String)	boolean		

SocketServer			
clients	List<SocketClientHandler>		
listenSocket	ServerSocket		
SERVER_ADDRESS	String		
server	SocketServer		
SERVER_PORT	int		
controller	Controller		
terminated	boolean		
terminateGame(boolean, int)	void		
sendPrivateMessage(ChatMessage)	void		
sendMessageFromRmi(ChatMessage)	void		
initView(String[], Objectives[], ResourceCard[], ResourceCard[])	void		
updateDecks(ResourceCard, GoldCard, int)	void		
sendPrivateMessageFromRmi(ChatMessage)	void		
showTurn(int)	void		
setServer()	SocketServer		
resetGame()	void		
showWinner(int)	void		
updatePoints(int[], int[])	void		
pingStart()	void		
initSocketServer(Controller)	String[]		
getNicknames()	void		
startGame()	void		
run()	void		
connect(SocketClientHandler)	void		
sendMessage(ChatMessage)	void		
terminateGame()	void		

SocketMessage			
data	List<Object>		
doAction(SocketClientHandler)	void		
doAction(SocketClient)	void		
addData(Object)	void		

Observer			
updateDecks(ResourceCard, GoldCard, int)	void		
initView(String[], Objectives[], ResourceCard[], ResourceCard[])	void		
updatePoints(int[], int[])	void		
showTurn(int)	void		
showWinner(int)	void		
startGame()	void		

Observable			
updateDecks(int)	void		
showTurn(int)	void		
startGame()	void		
initView()	void		
removeObserver(Observer)	void		
showWinner(int)	void		
addObserver(Observer)	void		
updatePoints()	void		