## Server.ServerConnexion.IServer + specifyPort() + startServer() + disconnectServer() + getClients() + createRoom() Server.ServerConnexion.Kryonet Server + KryonetServer() + specifyPort() + startServer() + disconnectServer() + getClients() + createRoom() + getServer() + getRoom() + getRooms() + getClient() + debugServer() ~ isUserNameValid() server Server.ServerConnexion.Request Handler + RequestHandler() + handleRequest() + handleCardPlayed() + handleIAmReady() + handlePlayerCallResponse()