Client.Model.AModel Client.Model.InstanceModel ~ _player ~ _room ~ call ~ team \sim $_$ isMyTurnPlay ~ isMyTurnCall ~ _score ~ _readyState ~ _handCards readyState ~ _tableCards ~ _others ~ firstCardPlayed + InstanceModel() + InstanceModel() + InstanceModel() + getCall() + setCall() + getIsMyTurnCall() + setIsMyTurnCall() + getReadyState() + setReadyState() Client.Model.RoomListModel + getTeam() + setTeam() ~ rooms + getRoom() + RoomListModel() + setRoom() + getHandCards() + getRooms() + addHandCards() + setRooms() + removeHandCard() + addRoom() + getTableCards() + removeRoom() + addTableCards() + isMyTurn() + setIsMyTurn() + getScore() + setScore() + addPlayer() + removePlayer() + otherCardDistibuted() + othersCardPlayed() + playerCardPlayed() + setOtherReadyState() + setOthersReadyState() + cardPlayed() + setReadyClickable() + setReadyUnclickable() + setReadyInvisible() + announceCall() + getFirstCardPlayed() + setOtherCardToZero() + clearAllCards()

+ resetInstance() + turnOver()

+ teamAttribution()