









GameServer

login: boolean

GameServer()

GameServer()

acceptTurn()

createClientHandler()

createType()

createUser()

dinosaurEgg()

dinosaurList()

dinosaurMovement()

dinosaurState()

doCommand()

findHandlerByPlayer()

gameAccess()

gameOut()

generateToken()

growthDinosaur()

logOut()

login()

nextTurn()

passTurn()

playerList()

playerLogged()

removeClientHandler()

returnDinosaurState()

returnGame()

returnLocalVisual()

returnMapString()

returnNumType()

returnRanking()

setActionTimer()

setTurnTimer()

startServer()

startTurn()

turnChangeNotify()

validToken()

Command

token: String

x: Integer

y: Integer

Command()

Command()

Command()

Command()

getX()

getY()

returnCommand()

returnParameter()

returnParameters()

returnToken()

setToken()

setX()

setY()

TurnTimer

TurnTimer()

endTimer()

TimerAction

run()

ClientHandler

ClientHandler()

returnSocket()

returnToken()

run()

sendMessage()

stopRunning()

PlayerClient

token: String

PlayerClient()

returnNotify()

returnToken()

sendCommand()

setToken()

ClientGetNotify

ClientGetNotify()

returnInput()

run()

ConnectionWaiter

ConnectionWaiter()

run()

Decoder

decodeCommand()

Encoder

encodeCommand()

