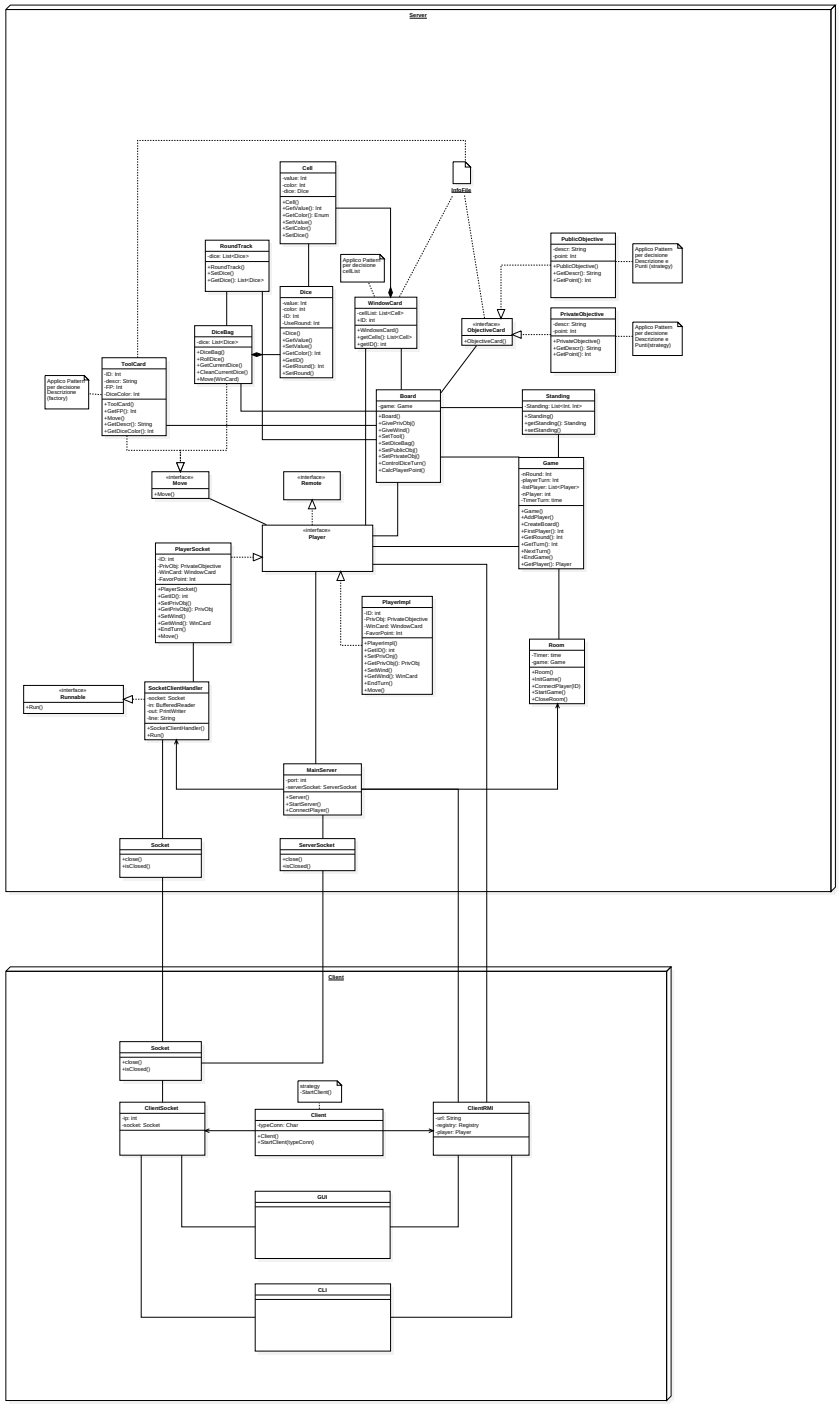
Model::Main


Server
infoFile
Cell
-value: Int
-color: Int
-dice: Dice
+Cell()
+GetValue(): Int
+GetColor(): Enum
+SetColor()
+SetValue()
+SetDice()
RoundTrack
-dice: List<Dice>
+RoundTrack()
+SetDice()
+GetDice(): List<Dice>
Applico Pattern per decisione cell,list
PublicObjective
-descr: String
-point: Int
+PublicObjective()
+GetDescr(): String
+GetPoint(): Int
Applico Pattern per decisione Descrizione e Punti (strategy)
Dice
-value: Int
-color: Int
-ID: Int
-UseRound: Int
+Dice()
+GetValue()
+SetValue()
+GetColor(): Int
+GetID()
+GetRound(): Int
+SetRound()
WindowCard
-setList: List<Cell>
+ID: int
+WindowsCard()
+getCells() :List<Cell>
+getID(): int
«interface»
ObjectiveCard
+ObjectiveCard()
PrivateObjective
-descr: String
-point: Int
+PrivateObjective()
+GetDescr(): String
+GetPoint(): Int
Applico Pattern per decisione Descrizione e Punti(strategy)
DiceBag
-dice: List<Dice>
+DiceBag()
+RollDice()
+GetCurrentDice()
+CleanCurrentDice()
+MoveWinCard()
ToolCard
-ID: Int
-descr: String
-FP: Int
-DiceColor: Int
+ToolCard()
+GetFP(): Int
+GetID()
+GetDescr(): String
+GetDiceColor(): Int
Applico Pattern per decisione Descrizione (factory)
Board
-game: Game
+Board()
+GivePrivObj()
+GiveWinCl()
+SetTool()
+SetDiceBag()
+SetPublicObj()
+SetPrivateObj()
+ControlDiceTurn()
+CalcPlayerPoint()
Standing
-Standing: List<Int, Int>
+Standing()
+getStanding(): Standing
+setStanding()
«interface»
Move
+Move()
«interface»
Remote
Game
-nRound: Int
-playerTurn: Int
-listPlayer: List<Player>
-nPlayer: Int
-TimerTurn: time
+Game()
+AddPlayer()
+CreateBoard()
+FirstPlayer(): Int
+GetRound(): Int
+GetTurn(): Int
+NextTurn()
+EndGame()
+GetPlayer(): Player
«interface»
Player
PlayerSocket
-ID: int
-PrivObj: PrivateObjective
-WinCard: WindowCard
-FavorPoint: Int
+PlayerSocket()
+GetID(): int
+GetPrivObj()
+GetPrivObj(): PrivObj
+GetWind()
+GetWind(): WinCard
+EndTurn()
+Move()
PlayerImpl
-ID: int
-PrivObj: PrivateObjective
-WinCard: WindowCard
-FavorPoint: Int
+PlayerImpl()
+GetID(): int
+GetPrivObj()
+GetPrivObj(): PrivObj
+GetWind()
+GetWind(): WinCard
+EndTurn()
+Move()
Room
-Timer: time
-game: Game
+Room()
+InitGame()
+ConnectPlayer(ID)
+StartGame()
+CloseRoom()
«interface»
Runnable
+Run()
SocketClientHandler
-socket: Socket
-in: BufferedReader
-out: PrintWriter
-line: String
+SocketClientHandler()
+Run()
MainServer
-port: int
-serverSocket: ServerSocket
+Server()
+StartServer()
+ConnectPlayer()
Socket
+close()
+isClosed()
ServerSocket
+close()
+isClosed()
Client
Socket
+close()
+isClosed()
strategy
-StartClient()
ClientSocket
ip: int
-socket: Socket
Client
-typeConn: Char
+Client()
+StartClient(typeConn)
ClientRMI
-url: String
-registry: Registry
-player: Player
GUI
CLI