

<interface>

ActionListener



cardClickListener

view: UnoFlipModelViewFrame
event: UnoFlipEvent
-direction: UnoFlip\$Direction
- model: UnoFlip
+cardClickListener(model:UnoFlip, event: UnoFlipEvent, view:UnoFlip\$Direction)
+actionPerformed(e: ActionEvent): void

drawButtonListener

view: UnoFlipModelViewFrame
event: UnoFlipEvent
-direction: UnoFlip\$Direction
-model: UnoFlip
+drawButtonListener(model: UnoFlip, event: UnoFlipEvent, view: UnoFlipModelViewFrame)
+actionPerformed(e: ActionEvent): void

NextPlayerButtonListener

-model: UnoFlip
-view: UnoFlipModelViewFrame
event:UnoFlipEvent
- direction: UnoFlip\$Direction
-NextPlayerButtonListener(model: UnoFlip, event: UnoFlipEvent, view:NextPlayerButtonListener)
-actionPerformed(e: ActionEvent): void