

+removeCard(int, int)

+getPileSize(int, int): int

+getCard(int, int): DevelopmentCard

+isCardPileEmpty(int, int): boolean +isAColumnEmpty(): boolean -game: Game
-virtualView: VirtualView
-logger: Logger
-preGameStarted: boolean
-eventCreator: ServerEventCreator

+isPreGameStarted(): boolean
+getGame(): Game
+setVirtualView(VirtualView)
+initialChoiceHandler(): InitialChoiceEvent
+gameStarter()
+activateProduction(List<Integer>, boolean, SameTypeTriple<Resource>, Resource, Resource)
+buyDevelopmentCard(int, int , int)
+useMarket(char, int, PlayerWarehouse, Map<Resource,Integer>, int, int, List<Integer>)
-useMarketCheck(char, int, PlayerWarehouse, Map<Resource,Integer>, int, int, List<Integer>): boolean
+activateLeaderCard(int)
+discardLeaderCard(int)
+fromMarblesToResources(List<MarbleColor>, boolean, List<Integer>): Map<Resource,Integer>

TO CONTROLLER

Pair

val1: K
val2: V

+getVal1(): K
+getVal2(): V
+setVal1()
+setVal2()

SameTypePair

val1: T
val2: T

+getVal1(): T
+getVal2(): T
+setVal1()
+setVal2()
+get(int): T
+set(T, int)
+contains(T): boolean

val2: T
val2: T
val3: T

+getVal1(): T
+getVal2(): T
+getVal3(): T
+setVal1()
+setVal2()
+setVal3()
+get(int): T
+set(T, int)
+contains(T): boolean

SameTypeTriple