

GuiView

-clientModel: ClientModel
-serverHandler: ServerHandler
-sound: AudioClip
-scenes: Map<String, Scene>
-controllers: Map<String, FXMLController>
-currentStage: Stage
-currentFXMLController: FXMLController

+start(Stage)
+getFXMLLoader(String): FXMLLoader
+loadScenes()
+loadScene(Scene)
+getScene(String): Scene
+getSceneController(String): FXMLController
+setCurrentScene(String)
+getCurrentSceneController(): FXMLController
+setConnectionHandler(ServerHandler)
+getClientModel(): ClientModel
+askNumPlayers(): int
+getLeaderCardImage(LeaderCard): Image
+getDevelopmentCardImage(DevelopmentCard): Image
+getResourceImage(Resource): Image
+getMarbleImage(MarbleColor): Image
+getPopeTileImage(PopeFavorTileStatus, int): Image
+getSoloActionImage(SoloAction): Image
+asknewGame()
+showDisconnectionMessage(String)
+launcher()
+stop()