NetworkCommunication	
+ Send_	ction(string ip, int port) Data(string value) ed_Data()
DataBas	se
+ DB_C	onnection(string ip, string
+ DB_C	onnection(string ip, string me, string userPassword, string
+ DB_C userNai dbNam	onnection(string ip, string me, string userPassword, string

Model - Pseudo01 - Pseudo02 - Score controller - IvIIA - gameBoard - Local_solo() - Database - Local_multi() - nomMembre - Network()

+ Name_user(string pseudo01, string pseudo02="Computer")

+ Save_score(int score)
+ Show_interface(int numInterface)

+ IA(int difficult=0)