Untitled::Collaboration1::Interaction3::Board initialization

interaction Board initialization

| controller: ControllerMaster | socketFromServerToClient: SocketFromServerToClient | server: SocketServer | serverEncoderDecoder: ServerEncoderDecoder | clientEncoderDecoder: ClientEncoderDecoder | client: SocketClient | socketFromClientToServer: SocketFromClientToServer | view: ViewMaster | User |

1 : showWindowPatternCard(windowPatternCard: WindownPatternCard [2][2])

2 : encodeMessage(method: ClientMethod, params: List<Serializable>)

3 : message

4 : sendMessage(message: NetworkMessage)

method = WINDOWPATTERNCARD

5 : decodeMessage(message: NetworkMessage)

6 : showWindowPatternCard(windowPatternCard: WindownPatternCard [2][2])

7 : showWindowPatternCard(windowPatternCard: WindownPatternCard [2][2])

8 : windowPatternCard[2][2]

method = SETWP

9 : id, front/back

The player will use his window pattern from the 2 random generate, and also the front or the back side.

11 : encodeMessage(method: ServerMethod, params: List<Serializable>)

10 : setWindowPatternCard(id: int, side: String)

12 : message

13 : sendMessage(message: NetworkMessage)

14 : decodeMessage(message: NetworkMessage)

: setWindowPatternCard(id: int, side: String)

16 : setWindowPatternCard(id: int, side: String)

17 : showInitializedBoard(board: CommonBoard)

method = BOARD

18 : encodeMessage(method: ClientMethod, params: List<Serializable>)

19 : message

20 : Message3

21 : decodeMessage(message: NetworkMessage)

22 : showInitializedBoard(board: CommonBoard)

23 : showInitializedBoard(board: CommonBoard)

24 : reners board

At this point the gamePlayphase starts, and users can make their moves