GameView

Attributes:

-_game_vm : GameVM

Methods:

+GameVM(GameVM)

GameVM

Attributes:

-_game : Game

Methods:

+GameVM(Game)

Game (abstract)

Attributes:

-_info : GameInfo
-_turn_num : byte
-_dart_num : byte

Methods:

+Game()
+Game(User[])
+addDartScore(Byte) : boolean
+getInfo() : GameInfo
+getTurnNum() : byte
+getDartNum() : byte

GameInfo

Attributes:

-_players : ArrayList<User>
- total_scores : ArrayList<Byte>
- dart_scores : ArrayList<ArrayList<Byte>>
-_winner : User

Methods:

+ GameInfo(User[])
+ getPlayers() : ArrayList<User>
+ getTotalScores() : ArrayList<Byte>
+ getDartScores() : ArrayList<ArrayList<Byte>>
+ getWinner() : User

User

Attributes:

-_name : String
-_id : int

Methods:

+User(boolean)
+User(String)
+getID() : int
+getName() : String
+setName(String) : void
+isTemporary() : boolean