SERVER PERSISTENCY's Class Diagram

it.polimi.ingsw.server.persistency

FromFile
- ☐ AMMO_CARDS : String
- ☐ EFFECTS : String
- ☐ MAPS : String
- ☐ POWERUP_CARDS : String
- ☐ WEAPON_CARDS : String
- ☐ ammoCardLoader : AmmoCardLoader
- ☐ effectLoader : EffectLoader
- ☐ mapLoader : MapLoader
- ☐ powerupLoader : PowerupLoader
- ☐ weaponLoader : WeaponLoader
- ● ammoCards()
- ● effects()
- ● maps()
- ● powerups()
- ● weapons()
- ■ FromFile()
- ■ setup()

WrongFileInputException
- ▲ WrongFileInputException()
- ▲ WrongFileInputException()

BasicLoader
- ● get()
- ● getAll()
- ● getAll()

AmmoCardLoader
- ☐ ammoCards : AmmoCard[]
- ● get()
- ● getAll()
- ● getAll()
- ▲ AmmoCardLoader()

EffectLoader
- ☐ cardEffects : CardEffect[]
- ☐ otherEffects : List<EffectInterface>
- ● get()
- ● getAll()
- ● getAll()
- ▲ EffectLoader()

MapLoader
- ☐ maps : Room[][]
- ● get()
- ● getAll()
- ● getAll()
- ▲ MapLoader()

PowerupLoader
- ☐ powerupCards : PowerupCard[]
- ● get()
- ● getAll()
- ● getAll()
- ▲ PowerupLoader()

WeaponLoader
- ☐ weaponCards : WeaponCard[]
- ● get()
- ● getAll()
- ● getAll()
- ▲ WeaponLoader()