

Note:
There are two SocketReceiver (client/server side), each one of them modify through setter at once one of the attributes depending on what it receive by the socket, instead at the side of who send through socket there are three classes (SocketLocalModel, SocketView, SocketPlayerAction) that just contain the implementation of the interfaces that take to send information over the network. Such interfaces work as remote as well in case of use RMI.
The server send information to View and LocalModel, the clients send information to the PlayerAction class.

