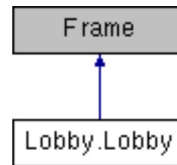


Lobby.Lobby Class Reference

Lobby class: creates the lobby GUI element where available games can be selected/new games created & once selection is made, game started by calling **game()** [More...](#)

Inheritance diagram for Lobby.Lobby:



Public Member Functions

def **__init__** (self, parent, **client**, **name**, **host**, args, kwargs)

Constructor. [More...](#)

def **toLog** (self, args)

Chat log method. [More...](#)

def **start** (self)

Calls client.start() to begin the game. [More...](#)

Public Attributes

client

name

host

marker

myparent

maincontainer

titleLabel

log

chat_box

startbutton

wid

Detailed Description

Lobby class: creates the lobby GUI element where available games can be selected/new games created & once selection is made, game started by calling **game()**

Constructor & Destructor Documentation

◆ **__init__**()

```
def Lobby.Lobby.__init__( self,
                          parent,
                          client,
                          name,
                          host,
                          args,
                          kwargs
                        )
```

Constructor.

Parameters

- self** the object pointer
- parent** the calling class
- client** the address of the client
- name** the name of the current client
- host** address of host
- *args** unknown number of arguments (players)
- **kwargs** unknown number of arguments (players)

Member Function Documentation

◆ start()

```
def Lobby.Lobby.start ( self )
```

Calls client.start() to begin the game.

Parameters

- self** the object pointer

◆ toLog()

```
def Lobby.Lobby.toLog ( self,  
                        args  
                        )
```

Chat log method.

Parameters

self the object pointer

***args** the names of current players

Member Data Documentation

◆ chat_box

Lobby.Lobby.chat_box

◆ client

Lobby.Lobby.client

◆ host

Lobby.Lobby.host

◆ log

Lobby.Lobby.log

◆ maincontainer

Lobby.Lobby.maincontainer

◆ marker

Lobby.Lobby.marker

◆ myparent

Lobby.Lobby.myparent

◆ name

Lobby.Lobby.name

◆ startbutton

Lobby.Lobby.startbutton

◆ titlelabel

Lobby.Lobby.titlelabel

◆ wid

Lobby.Lobby.wid

The documentation for this class was generated from the following file:

- D:/Documents/CS3306/monopoly/Monopoly-master/Monopoly-master/**Lobby.py**