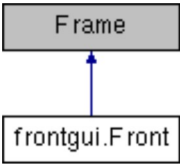


frontgui.Front Class Reference

frontGUI class [More...](#)

Inheritance diagram for frontgui.Front:



Public Member Functions

def	<code>__init__</code>	(self, parent, args, kwargs)	Constructor. More...
def	<code>createGui</code>	(self)	Creates & joins a game on the server by calling the <code>creategame()</code> and <code>joiningame()</code> methods. More...
def	<code>creategame</code>	(self)	called by the createGUI() method, creates a game More...
def	<code>joiningame</code>	(self)	called by the createGUI() method, joins a game More...
def	<code>acceptname</code>	(self)	Accepts the name if not empty and joins/creates a game. More...
def	<code>cancelname</code>	(self)	Resets sanity variables and destroys window. More...

Public Attributes

<code>client</code>
<code>myparent</code>
<code>creategametrue</code>
<code>joiningametrue</code>
<code>joining</code>
<code>creating</code>
<code>main_container</code>
<code>hellolabel</code>
<code>create</code>
<code>join</code>
<code>instruction</code>
<code>name</code>
<code>instruction2</code>
<code>serveraddr</code>
<code>accept</code>
<code>cancel</code>

Detailed Description

frontGUI class

Constructor & Destructor Documentation

◆ __init__()

```
def frontgui.Front.__init__( self,  
                             parent,  
                             args,  
                             kwargs  
                             )
```

Constructor.

Member Function Documentation

◆ acceptname()

```
def frontgui.Front.acceptname ( self )
```

Accepts the name if not empty and joins/creates a game.

Parameters

self the object pointer

◆ cancelname()

```
def frontgui.Front.cancelname ( self )
```

Resets sanity variables and destroys window.

Parameters

self the object pointer

◆ creategame()

```
def frontgui.Front.creategame ( self )
```

called by the createGUI() method, creates a game

Parameters

self the object pointer

◆ createGui()

```
def frontgui.Front.createGui ( self )
```

Creates & joins a game on the server by calling the [creategame\(\)](#) and [joingame\(\)](#) methods.

Parameters

self the object pointer

◆ joingame()

```
def frontgui.Front.joingame ( self )
```

called by the createGUI() method, joins a game

Parameters

self the object pointer

Member Data Documentation

◆ accept

```
frontgui.Front.accept
```

◆ cancel

```
frontgui.Front.cancel
```

◆ client

```
frontgui.Front.client
```

◆ create

`frontgui.Front.create`

◆ creategametrue

`frontgui.Front.creategametrue`

◆ creating

`frontgui.Front.creating`

◆ hellolabel

`frontgui.Front.hellolabel`

◆ instruction

`frontgui.Front.instruction`

◆ instruction2

`frontgui.Front.instruction2`

◆ join

`frontgui.Front.join`

◆ joingametrue

`frontgui.Front.joingametrue`

◆ joining

`frontgui.Front.joining`

◆ main_container

frontgui.Front.main_container

◆ myparent

frontgui.Front.myparent

◆ name

frontgui.Front.name

◆ serveraddr

frontgui.Front.serveraddr

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

- D:/Documents/CS3306/monopoly/Monopoly-master/Monopoly-master/[frontgui.py](#)