+displayPage(ButtonID:JS Button): void
+displayDialogScreen(ButtonID:JS Button): void +readytoPlay: boolean
+isReady(size:int,UserID:int,currentSession:boolean): boolean
+isFULL(size:int): boolean Page View +displayPage(sessionID): boolean antachSetupPage(sessionID): boolean artindMatchButton(ButtonID:JS Button): boolean aversusModeButton(ButtonID:JS Button): boolean Player Queue Find Match +displayPage(sessonID:int)
+goBack(richomePage(): boolean
+goBack(): boolean
+ViewLeaderBoards(sessionID:int): boolean
+ViewClobalLeaderBoards(sessionID:int): boolean
+ViewClobalLeaderBoards(sessionID:int): boolean
+ViewClobalStats(sessionID:int): boolean
+ViewGroupStats(sessionID:int): boolean **LeaderBoards Controller** +isLoggedIn(): boolean
+getUserSession(HTTPNodeRequest): UserSession
+isUserLoggedIn(): boolean +ProblemDescription: String
+RetreiveList(pList:GenericList) **User Session** Problem +Query(): User DBMS +verifyPass(User): boolean
+verifyUser(User): boolean
+retrieveUser(userID:int): String
+retreivePass(userID:int): String Credentials +runProg(): void
+storedupt(): void
+slear(): void
+timeOut(sessionDONE:boolean): boolean -First Name: String -Last Name: String -Email Address: String +Username: String -Password: String Isolate Interface User

Static Class Diagram Team: Sizzling Syntax