

Server bör kolla igenom

CardDeck

idTocard : HashMap<UUID , Card> «final » cards : List<Card>

+ CardDeck()
+shuffle() : void
+getcard() : Card[]
+getCard(UUID) : Card

«abstract» ServerNetworker

clients: List <ServerNetworkerClient>
+onPlayerConnecting: Event<Player>
+onLog: Event<String>
+onPlayerDisconecting: Event<Player>
+onNewMessage: Event<Two<Player, String»
+onNewMove: Event<Two<Player, Move»

addClient (ServerNetworkerClient): void
+sendTable(Table): void
+sendNewCards(UUID[]): void
+sendPlayerAded(Player): void
+sendMessageToAll(String): void
+sendMessageToAll(Player, String): void
+sendMessegeTo(Player, Player, String): void
+sendCardInfo(Player, Card): void
+sendEndGame(HashMap<Player,Integer>): void
+sendMoveCard(Card, CardCollection): void
+sendPlayerTurn(Player): void
+sendGreeting(Player, PServerInfo): void
+closeConnection(Player, String): void
+sendMovereult(Player, boolean): void
+«abstract» kill(): void

ServerGmaes

+networker : ServerNetworker +players : List<Player> + cardDeck : CardDeck +table : Table + riles : Rules

+playerAdded : Event<Player>

+running: boolean

+ getPoints(Player) : int + addPoints(Player , int) : void +ServerGame (ServerNetworker) + newGame(): void +moveCard(Card , CardCollection) : void + startGame() : void +kill() : void

«abstract» ServerNetworkerClient

+player Player +onNewMessage : Event<PMessage> +onNewMove : Event<Two<Player, Move»

+«abstract»sendTable(Table): void
+«abstract»sendNewCards(UUID): void
+«abstract»sendPlayerAdded (Player): void
+sendMessage(String): void
+«abstract»sendMessage(Player, String): void
+«abstract»sendCardInfo(Card): void
+«abstract»sendEndgame(HashMap<Player, Integer>): void
+«abstract»sendMoveCard(Card, CardCollection): void
+«abstract»sendPlayerTurn(Player): void
+«abstract»sendGreeting(PServerInfo): void
+«abstract»closeConnection(String): void
+ «abstract» sendMoveResult(Boolean)

ServerNetworkerSocket

killed : boolean

+kill(): void +ServerNetworkerSocket(int)

ServerWindow

+«static»main(String[})
+start() : void
+ServerWindow()

ServerWindowSetup

-textName : JTextField -spinnerPort : JSpinner -labelLog : JLabel -tabbedPane : JTabbedPane

+«static»main(Sring[]) : void +ServedrWindowSetUp()

CardPainter

size : Dimension cardSheet : Image cardBack : Image clipList : HashMap<String, Rectangle>

Client Bör kolla igenom

+CardPainter(String, String, String, Dimension) +drawImage(Graphics2D, Card): void +drawHighlightImage(Graphics2D, Card): void +getSize(): Dimension

ClientNetworker

+onMove: Event<PCardMovement>
+onPlayerturn: Event<Player>
+onClose: Event<String>
+onMoveResult: Event<Boolean>
+onMessage: Event<PMessage>
+onTable: Event
+onCard: Event<card[]>
+onCardInfo: Event<Two<UUID, CardInfo»
+onPlayerAdded: Event<Player>
+onServerGreeting: Event<PServerinfo>

+«abstract» close(String) : void +«abstract» sendMove (Move) : void +«abstract» sendMessage(Player, String) : void +«abstract» sendGreeting (Player) : void +close():void +sendMessage(String) : void

GameWindow

- frame : Jframe cardPainter : ICardPainter game : ClientGame

+«static»main (String) : void +«static»start(ClientGame) : void + GameWindow(ClientGame) + runGame() : void -initialize() : void

ClientGame

me: Player

greetingSent : boolean

+getMe(): Player

+ getTable() : Table

table : Table
networker : ClientNetworker
+«final» onChange : Trigger
+ «final» turnStatus : Evnet<boolean>
myTurn : boolean

+ClientGame(Player, ClientNetworker)
+getNetworker: ClientNetworker
+getMyHand: CardCollection
+getMyPoints: CardCollection
+isMyTurn(): boolean
+setMyTurn (boolean): void

+sendGreeting() : ClientGame +end (String) : void

+end(): void +makeMove(Move): ClientGame +makeMoveAndWait(Move): boolean

«interface»

ICardPainter

+drawImage(Graphics2D , Card) : void + drawHighlightImage (Graphics2D , Card) :void +getSize() : Dimension

ClientNetworkerSocks

+socket : Socket isClosed : boolean

+Finalize(): void +sendObject(): boolean +close(boolean): void +ClientNetworkerSocket(String, int) +sendMove(Move): void +sendMessageTo(Player, String): void +sendGreeting(Player): void +close(String): void

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