



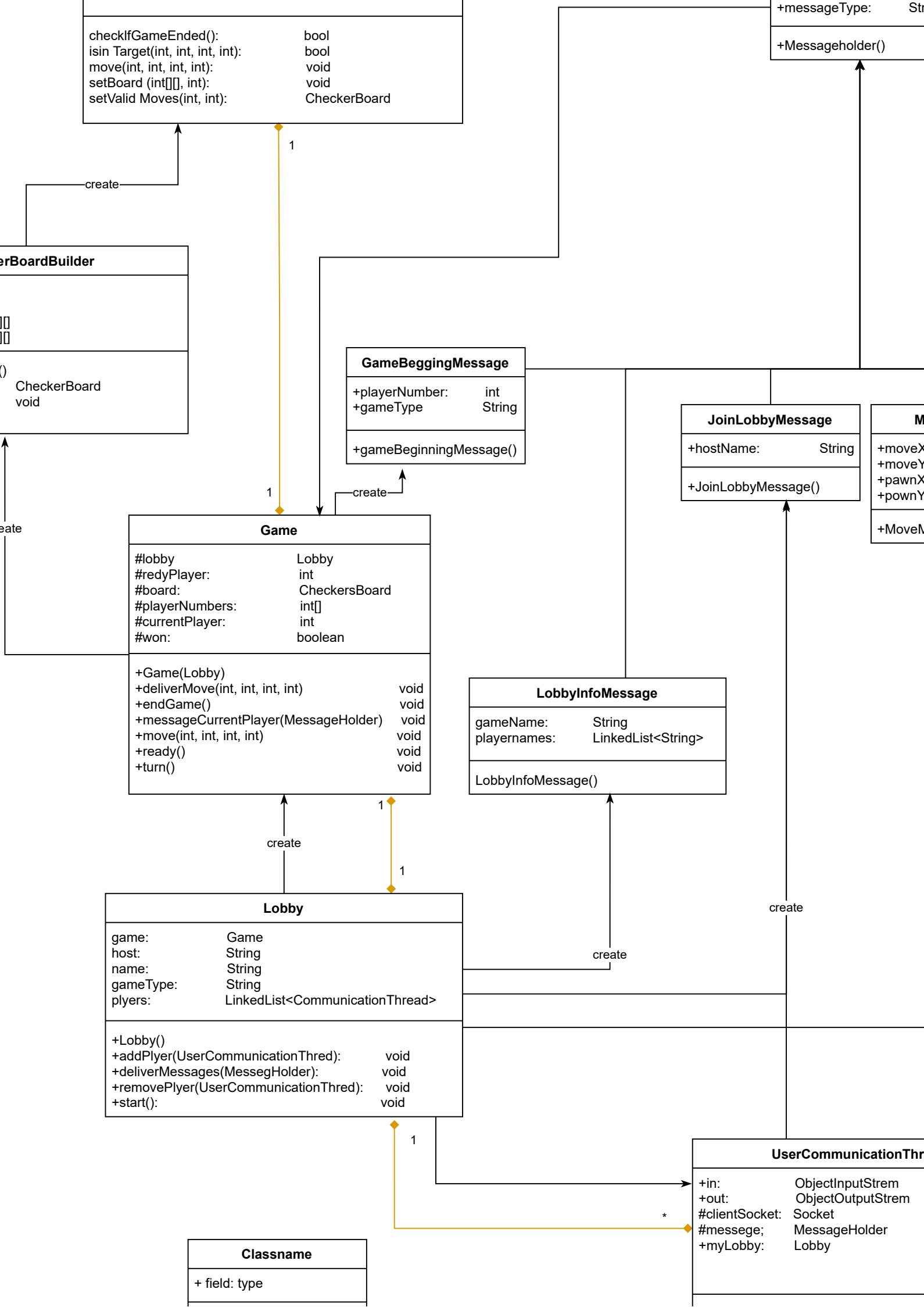
CheckerBoard	
+size:	int
+height:	int
+width:	int
+board	int[][]

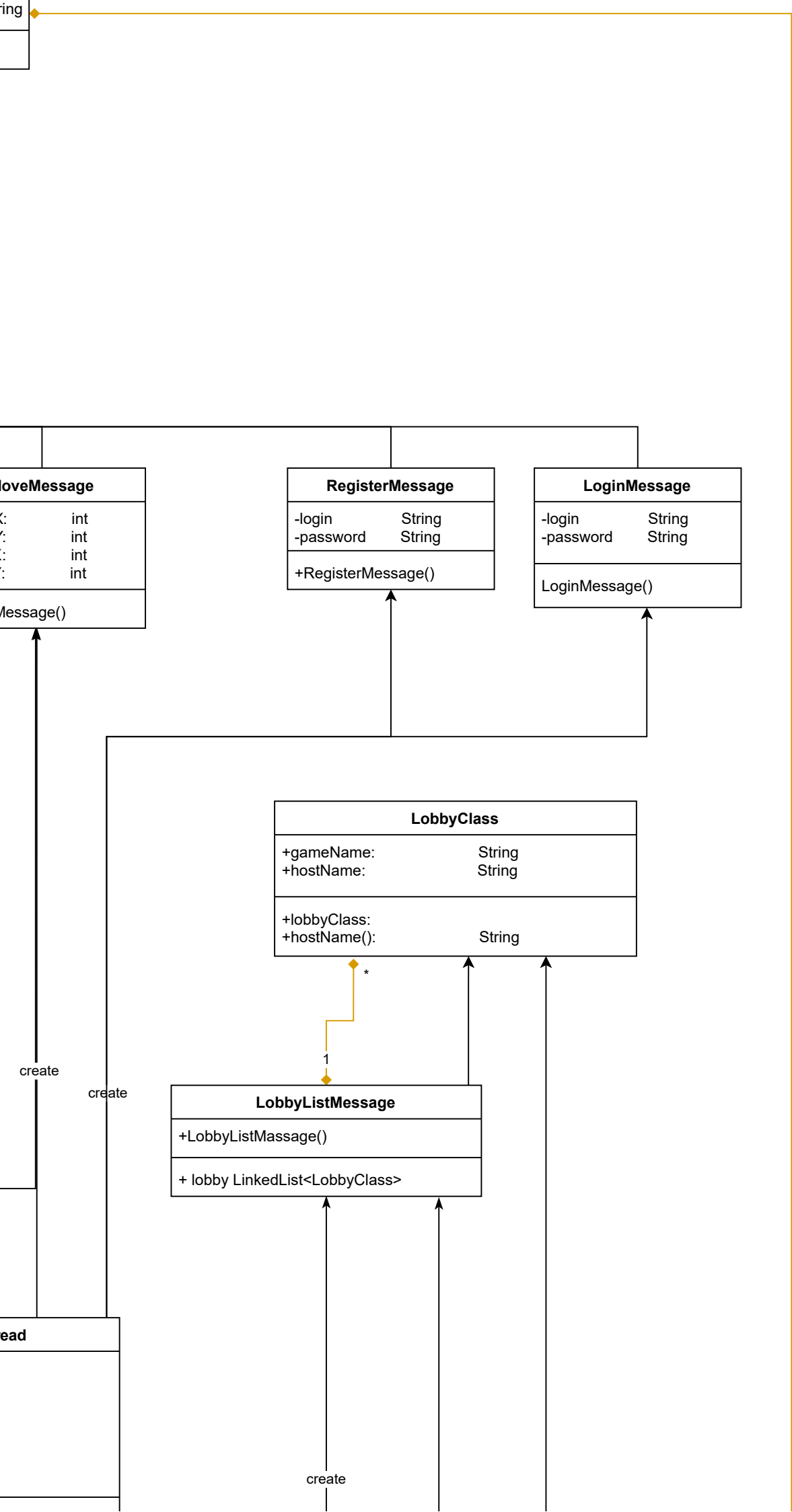
MessageHolder
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CheckerBoard	
+height:	int
+width:	int
-legal	int[]
-plyers	int[]
CheckerBoardBuilder	
build():	
setPlyers(int[])	

cre

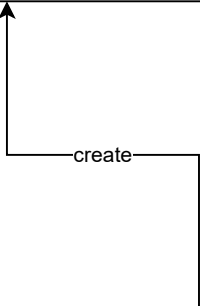




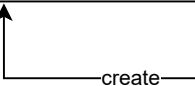


+ method(type): type

UserCommunicationThread(Socket)  
+changeLobbyName(MessageHolder)  
+close()  
-creatLobby()  
-exitLobby()  
-joinLobby(MessageHandler)  
-login(MessageHandler)  
-move(MessageHandler)  
-ready()  
-register(MessageHolder)  
+run()  
+setInOut()  
startGame()



ConectionListner	
server:	ServerSocket
#ConnectionListner(ServerSocket)	
+run():	void



+terminalControler: +serverSocket: +userConnections: +serverLobbys: +isRunning:	
+ SereverCore():  + ServerCoreSetup(): + close(boolean): + command(String): +getLobbyHost(String): -startServer(int):	



