**Perform Action (high-level)**

:Client1 — SERVER APP — :Client2

handleMessage(actionMessage)

updateView(viewMessage)

updateView(viewMessage)

**Join an existing game and game start**

:Client — :View — :Server — :Controller — :Game

handleMessage(regMessage)

register(client,username,1)

addPlayer(username,client)

addPlayer(username,client)

numberOfPlayersInLobby

init()

update(gameView)

update(gameView)

true

**Socket example**

:View — :Client — :ServerStub — :ClientSkeleton — :ServerApp

handleMessage(actionMessage)

handleMessage(actionMessage)

update(viewMessage)

update(viewMessage)

update(gameView)