FirstMain
(from login.view)

-single: JButton
-multi: JButton
-exit: JButton
-southPane: JPanel
-southPaneBtn: JPanel
-mainPane: JPane
-img: BufferedImage

+FirstMain()
+actionPerformed(ActionEvent e): void

GUI실행
혼자하기 버튼 클릭

SingleGameDisplay
(from play.single)

Inheritance

MultiGameDisplay
(from play.multi)

싱글 게임창에서 추가로
게임 진행 상황판 출력
닉네임 표시

같이하기 버튼 클릭
-> 닉네임입력
-> 클라이언트 실행

NicknameDialog
(from login.view)

+Nickname: JTextField
+loginBtn: JButton
+closeBtn: JButton
+centerPane: JPanel
+southPane: JPanel

+NicknameDialog()
+actionPerformed(ActionEvent event): void

서버접속 성공시
GUI실행

GameClient
(from game.client)

InnerClass

BackgroundImg
(from FirstMain)

+paint(Graphics g): void
+getPreferredSize(): Dimension

서버 접속

GameServer
(from game.server)

Import

Import

RunProgram
(from login.run)

+main(args: String): void

닉네임 저장

LoginNickName
(from login.view)

-nickName

+LoginNickName()
+LoginNickName(String nickName)
+toString(): String
+getxxx(): String
+setxxx(): void

RunServer
(from game.server)

+main(args: String): void