

TeamModel	
getLobbyModel()	LobbyModel
getBiddingModel()	BiddingModel
getGameModel()	GameModel
getGameOverModel()	GameOverModel
changeGameState(char)	void
getState()	char
setName(int, String)	void
countTeamPlayers(int)	int
setTeam(int, int)	boolean
getUserTeam(int)	int
getPlayerName(int)	String
getPlayerCards(int)	List<Card>
drawCards()	void
getPlayerOrder()	int[]
setBiddingWinner(int)	void
setAtut(Color)	void
setContract(int)	void
getBiddingWinner()	int
getAtut()	Color
getContract()	int
chooseDeckStrategy(Strategy)	void
deleteCard(int, Card)	void
checkForCard(int, Card)	boolean
checkForCardColor(int, Suit)	boolean
setGameWinner(int)	void
setHowManyTurnsPlayingTeamWon(int)	void
setGameHistory(Card[][], int[])	void
getGameWinner()	int
getTurnsWonByThePlayingTeam()	int
getPlayedCards()	Card[]
getWhoStartedTurn()	int[]
somethingChanged()	void
saveToMemento()	Memento

UserTeamAdapter	
getName()	String
getPlayerName(int)	String
getPlayerTeam(int)	int
getPlayersOrder()	int[]
getLobbyAdapter()	LobbyAdapter
getBiddingAdapter()	BiddingAdapter
getGameAdapter()	GameAdapter
getState()	State
getPlayerId()	int

TeamAdapter	
getState()	State
init(MainAdapter, TeamModel)	void
getPlayerName(int)	String
getPlayerTeam(int)	int
getPlayersOrder()	int[]
getPlayerTeamAdapter(int)	UserTeamAdapter
getGameOverAdapter()	GameOverAdapter
getAtut()	Color
getContract()	int

UserTeamAdapter	
init(MainAdapter, TeamAdapter, UserTeamModel)	
getName()	String
getPlayerName(int)	String
getPlayerTeam(int)	int
getPlayersOrder()	int[]
getLobbyAdapter()	LobbyAdapter
getBiddingAdapter()	BiddingAdapter
getGameOverAdapter()	GameOverAdapter
getGameAdapter()	GameAdapter
getState()	State
getPlayerId()	int
update(Observable, Object)	void

TeamAdapter	
setState(State)	void
init(MainAdapter, TeamModel)	void
getPlayerName(int)	String
getPlayerTeam(int)	int
getPlayersOrder()	int[]
getPlayerTeamAdapter(int)	UserTeamAdapter
getGameOverAdapter()	GameOverAdapter
getAtut()	Color
getContract()	int
update(Observable, Object)	void

GameAdapter	
GameAdapter(UserTeamAdapter, UserGameModel)	
playCard(Card)	void
getCards()	List<Card>
getGrandpasCards()	List<Card>
turnHistory()	Card[]
previousTurnHistory()	Card[]
whoStartedTurn()	String
whoStartedPreviousTurn()	String

Adapter	
init(MainModel)	void
newGame()	void
getTeamAdapter()	TeamAdapter
getState()	State
getCredits()	List<String>

MainAdapter	
update(Observable, Object)	void
init(MainModel)	void
newGame()	void
getTeamAdapter()	TeamAdapter
getState()	State
getCredits()	List<String>
setState(State)	void

Scene	
init(View)	void
prepareCommands(Cc)	

TeamScene	
init(View)	void
resetCommands()	void
prepareCommands(Commands, View)	void
update(Observable, Object)	void
getUserTeamAdapters()	List<UserTeamAdapter>
setUserTeamAdapters(List<UserTeamAdapter>)	
getCurrentPlayer()	int
setCurrentPlayer(int)	void
nextPlayer()	void
setBot(int, Bot)	void
getCurrentUserTeamAdapter()	UserTeamAdapter

GameModel	
GameModel(TeamModel)	
isAtut(Suit)	boolean
checkWhoWinTurn()	void
changePlayer()	void
tryToPlay(Card)	boolean
playCard(int, Card)	boolean
getGrandpasDeck()	List<Card>
getUserDeck(int)	List<Card>
getTurnHistory()	Card[]
getPreviousTurnHistory()	Card[]
whoStartedTurn()	String
whoStartedPreviousTurn()	String
getCurrentPlayerID()	int
getCurrentTurnNumber()	int
getHowManyTurnsWereWonBy(int)	int

LobbyAdapter	
setName(String)	boolean
startGame()	void
setRandomTeam()	void
setTeam(int)	void
getName()	String

LobbyAdapter	
LobbyAdapter(UserTeamAdapter, UserLobbyModel)	
setName(String)	boolean
startGame()	void
setRandomTeam()	void
setTeam(int)	void
getName()	String

Command	
setArgs(String[])	void
execute()	void
description()	String

Bid	
Bid(BiddingAdapter)	
execute()	void
usage()	void
description()	String

NewGame	
NewGame(Adapter)	
execute()	void

OverStatus	
OverStatus(GameOverAdapter, TeamAdapter)	
execute()	void

LobbyStatus	
LobbyStatus(UserTeamAdapter)	
execute()	void

BiddingStatus	
BiddingStatus(UserTeamAdapter)	
execute()	void

PlayCard	
PlayCard(GameAdapter)	
usage()	void

StartGame	
StartGame(List<LobbyAdapters>)	
description()	String

Credits	
Credits(Adapter)	
execute()	void

NextPlayer	
NextPlayer(TeamScene, TeamAdapter)	
execute()	void
description()	String

Exit	
Exit(View)	
execute()	void
description()	String

GameStatus	
GameStatus(UserTeamAdapter)	
execute()	void

SetRandomTeams	
SetRandomTeams(List<LobbyAdapters>)	
execute()	void
description()	String

SetBot	
SetBot(TeamScene, UserTeamAdapter, int)	
execute()	void

SetTeam	
SetTeam(LobbyAdapter)	
execute()	void

SetName	
SetName(LobbyAdapter)	
execute()	void

Help	
Help(Commands)	
execute()	void
description()	String

BiddingAdapter	
bid(Bid)	void
getCards()	List<Card>
getCurrentPlayer()	String
getBiddingHistory()	List<Bid>

BiddingAdapter	
BiddingAdapter(UserTeamAdapter, UserBiddingModel)	
bid(Bid)	void
getCards()	List<Card>
getCurrentPlayer()	String
getBiddingHistory()	List<Bid>

GameOverAdapter	
getGameWinner()	int
getTurnsWonByThePlayingTeam()	int
getPlayedCards()	Card[]
getWhoStartedTurn()	int[]

GameOverAdapter	
GameOverAdapter(GameOverModel)	
getGameWinner()	int
getTurnsWonByThePlayingTeam()	int
getPlayedCards()	Card[]
getWhoStartedTurn()	int[]

UserGameModel	
UserGameModel(int, GameModel)	
playCard(Card)	boolean
getGrandpasDeck()	List<Card>
getMyDeck()	List<Card>
getTurnHistory()	Card[]
getPreviousTurnHistory()	Card[]
whoStartedTurn()	String
whoStartedPreviousTurn()	String
getCurrentPlayerID()	int
getCurrentTurnNumber()	int
getHowManyTurnsWereWonBy(int)	int
update(Observable, Object)	void

View	
init(Adapter)	void

View	
init(Adapter)	void
setScene(Class<? extends Scene>)	void
exit()	void
getCommand()	Commands
getAdapter()	Adapter
update(Observable, Object)	void

Bot	
init(UserTeamAdapter)	void

CrazyMonkey	
CrazyMonkey(UserTeamAdapter)	
run()	void
crazyLobby()	void
crazyBidding()	void
crazyGame()	void

UserLobbyModel	
UserLobbyModel(int, LobbyModel)	
setName(String)	boolean
setTeam(int)	boolean
randomTeam()	boolean
ready()	boolean
chooseDeckStrategy(Strategy)	void
update(Observable, Object)	void
getName()	String

UserTeamModel	
UserTeamModel(int, TeamModel)	
getUserLobbyModel()	UserLobbyModel
getUserBiddingModel()	UserBiddingModel
getUserGameModel()	UserGameModel
getUserGameOverModel()	GameOverModel
getUserTeam()	int
getPlayerName()	String
update(Observable, Object)	void

BiddingModel	
BiddingModel(TeamModel)	
getCurrentPlayerID()	int
getCurrentPlayer()	String
getPlayerCards(int)	List<Card>
getLastCard()	Bid
addBid(Bid)	void
bid(Bid, int)	boolean
getBiddingHistory()	List<Bid>

Bid	
Bid(BidType)	
Bid(BidType, Integer, Color)	
getType()	BidType
getColor()	Color
compareTo(Bid)	int
equals(Object)	boolean
toString()	String

UserBiddingModel	
UserBiddingModel(int, BiddingModel)	
getMyDeck()	List<Card>
bid(Bid)	boolean
getBiddingHistory()	List<Bid>
getCurrentPlayer()	String
getCurrentPlayerID()	int
update(Observable, Object)	void

LobbyModel	
LobbyModel(TeamModel)	
setName(int, String)	boolean
setTeam(int, int)	boolean
randomTeam(int)	boolean
ready(int)	boolean
chooseDeckStrategy(Strategy)	void
getName(int)	String

Strategy	
getCards()	List<Card>[]

ChooseStrategy	
ChooseStrategy(List<Card>[])	
getCards()	List<Card>[]

RandomStrategy	
getCards()	List<Card>[]

Card	
Card(Rank, Suit)	
getRank()	Rank
getSuit()	Suit
compareTo(Card)	int
equals(Object)	boolean
toString()	String

Commands	
parse(String[])	Command
add(String, Command)	void
remove(String)	void
keySet()	Set<String>
get(String)	Command
clear()	void

UserGameOverModel	
UserGameOverModel(int, GameOverModel)	
getGameWinner()	int
getTurnsWonByThePlayingTeam()	int
getPlayedCards()	Card[]
getWhoStartedTurn()	int[]

GameOverModel	
GameOverModel(TeamModel)	
getGameWinner()	int
getTurnsWonByThePlayingTeam()	int
getPlayedCards()	Card[]
getWhoStartedTurn()	int[]

MainModel	
newGame()	TeamModel
newGameMemento()	TeamModel
getCredits()	CreditsModel

BridgeLogicException	
BridgeLogicException()	
BridgeLogicException(String)	

Cards	
fromString(String, String)	Card

DeckBuilder	
build(Strategy)	List<Card>[]

CreditsModel	
getCredits()	List<String>

Colors	
fromString(String)	Color

Launcher	
main(String[])	void