```
ICommandSender
   + isOP()
   + getServer()
   + getWorld()
   + getPlayer()
   + onMessage()
         Server
+ Server()
+ ~Server()
+ Server()
+ initServer()
+ isOP()
+ getServer()
+ getPlayer()
+ onMessage()
+ shutdown()
+ isRunning()
+ getPlayers()
+ getWorld()
+ getTemperatureWorld()
```