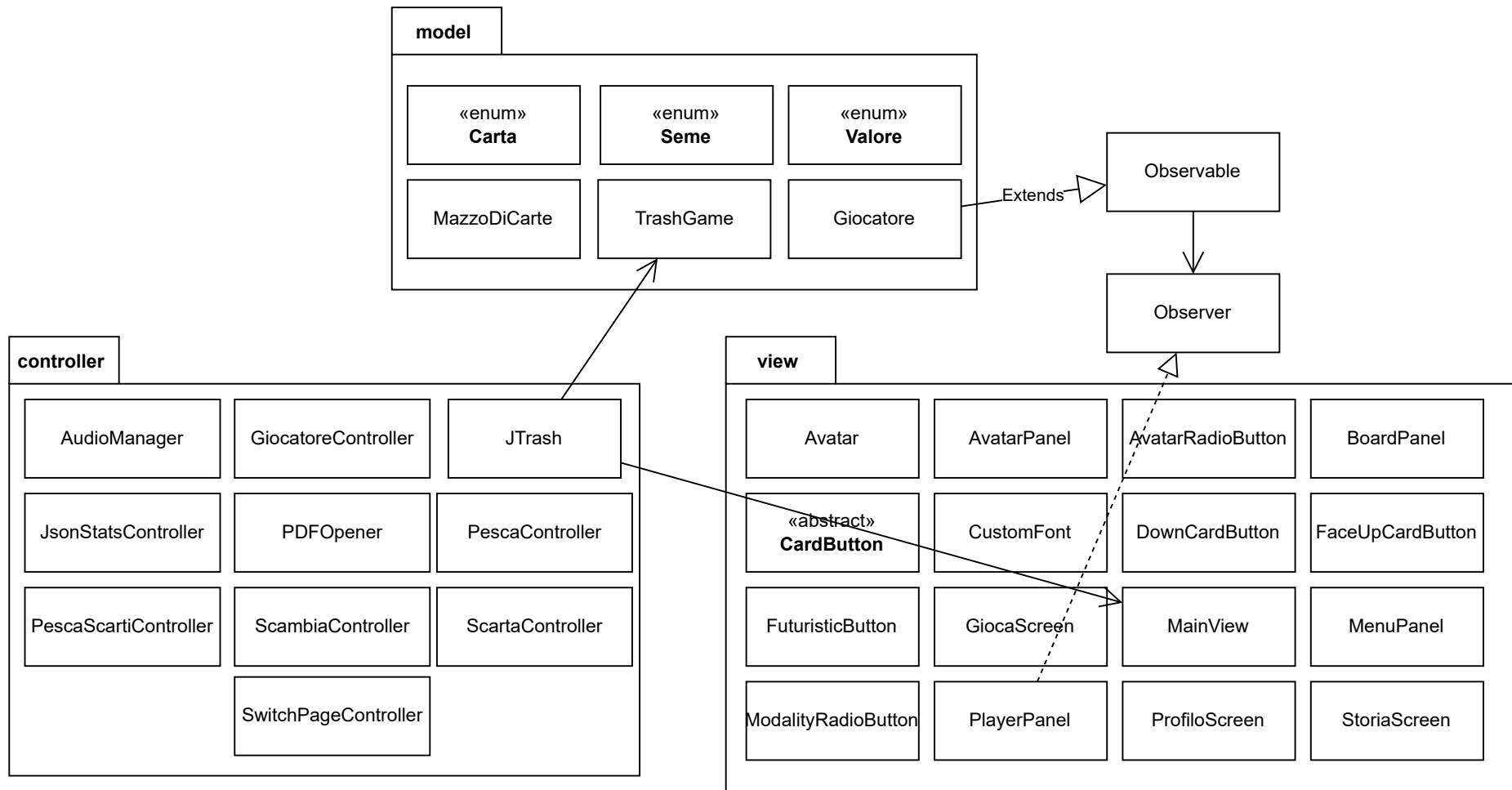
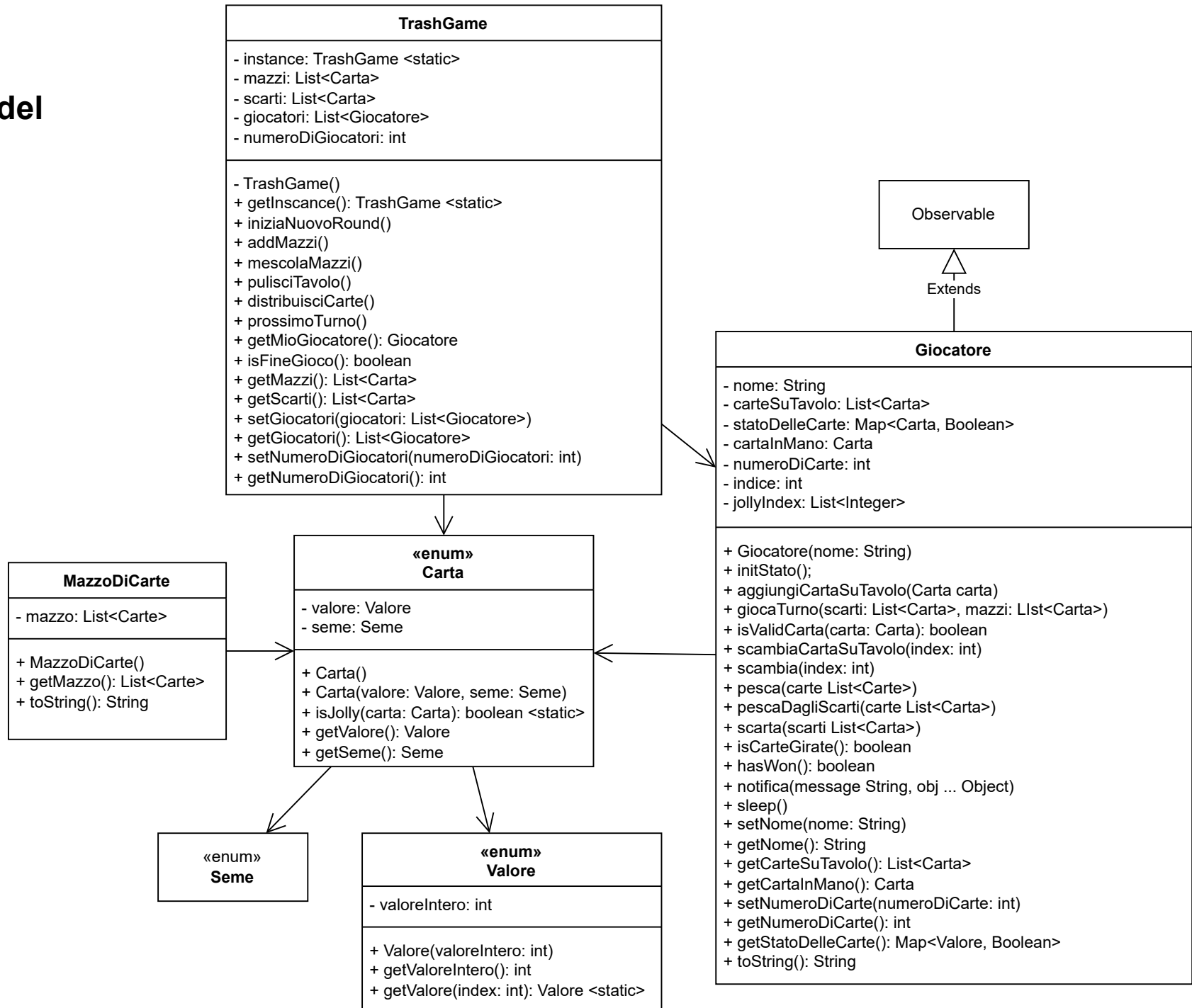


# Overview



# Model



# Controller

AudioManager
- instance: AudioManager <static> - bgClip: Clip - isMuted: boolean
- AudioManager() + getInstance(): AudioManager + play(filename: String) + setVolume(clip: Clip, volume: float) + isMuted(): boolean + setMuted(isMuted: boolean) + getBgClip(): Clip

JsonStatsController
- nickname: String - avatar: int - partiteGiocate: int - partiteVinte: int - partitePerse: int - livello: int - nomeAvatar: String - filePath: String <final>
+ readJsonStats() + writeJsonStats() + getNickname(): String + setNickname(nickname: String) + getAvatar(): int + setAvatar(avatar: int) + getPartiteGiocate(): int + setPartiteGiocate(partiteGiocate: int) + getPartiteVinte(): int + setPartiteVinte(partiteVinte: int) + getPartitePerse(): int + setPartitePerse(partitePerse: int) + getLivello(): int + setLivello(livello: int) + getNomeAvatar(): String + setNomeAvatar(nomeAvatar: String) + getFilePath(): String + updateStats()

GiocatoreController
- isPescaTime: boolean <static> - isScambiaTime: boolean <static> - isScartaTime: boolean <static> - isMioTurno: boolean <static> - trashGame: TrashGame <static>
+ isScartaTime(): boolean <static> + setScartaTime(isScartaTime) <static> + isScambiaTime(): boolean <static> + setScambiaTime(isScambiaTime: boolean) <static> + isPescaTime(): boolean <static> + setPescaTime(isPescaTime: boolean) <static> + isMioTurno: boolean <static> + setMioTurno(isMioTurno) <static> + setGiocatori(numeroDiGiocatori) <static> + getGiocatori(numeroDiGiocatori: int): List<Giocatore> <static> + getNumeroDiCarte(giocatoreIndex: int): int <static> + addObserver(obs: Observer, index: int) <static>

SwitchPageController
- mainView: MainView <static>
+ showMenuScreen() <static> + showGiocaScreen() <static> + showProfiloScreen() <static> + showStoriaScreen() <static>

PDFOpener
+ openPDFFile(pdfFilePath: String) <static>

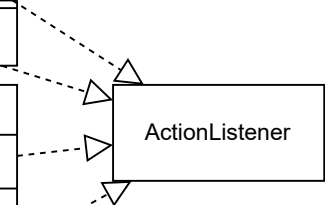
JTrash
- mainView: MainView <static> - trashGame: TrashGame <static> - isGameRunning: boolean <static>
+ main(args: String[]) <static> + startGame() <static> + setGameRunning(inGameRunning: boolean) <static>

PescaController
+ actionPerformed(e: ActionEvent)

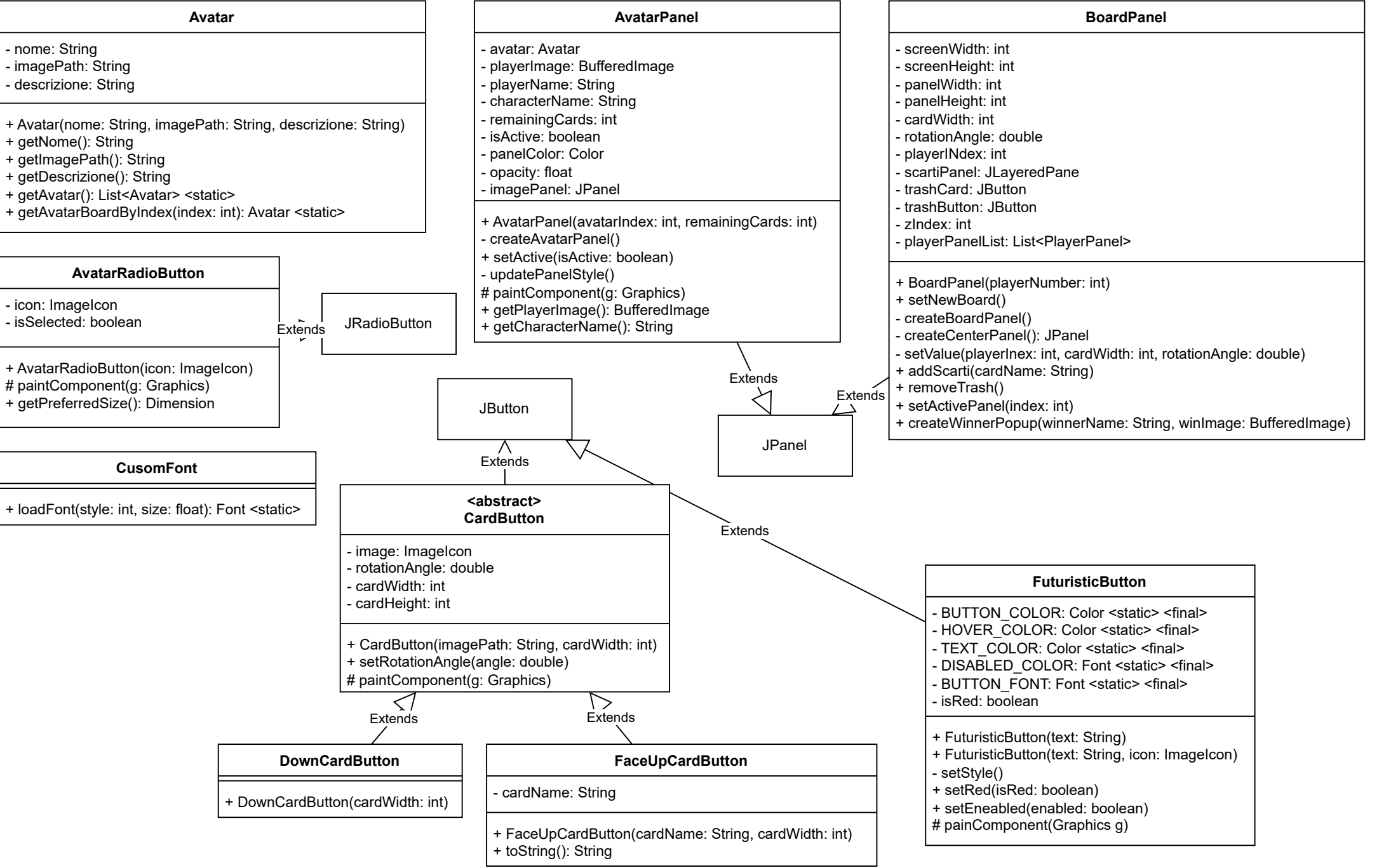
PescaScartiController
+ actionPerformed(e: ActionEvent)

ScambiaController
- index: int
+ ScambiaController(index: int) + actionPerformed(e: ActionEvent)

ScartaController
+ actionPerformed(e: ActionEvent)



View



# View

