ClientController

- gameServer: GameServer
- state: ClientState
- endState: EndType
- gameModel: GameModel
- userName: String
- gameCode: String
- replyArrived: boolean
- view: View
- lock: Object

+ manageEndGame(String): void
+ setEndState(EndType): void
+ setClientState(ClientState): void
- updateScreen(): void
- checkEntranceRefill(JsonObject): void
+ checkStudentMoveFrom(JsonObject): void
+ manageGameRunning(String): void
+ checkStudentMoveTo(JsonObject): void
+ getGameServer(): GameServer
+ setReplyArrived(): void
+ manageGameCreation(JsonObject): void
+ setGameServer(GameServer): void
- sendCommandsToServer(List<JsonObject>): void
+ errorOccurred(String): void
+ getGameModel(): GameModel
+ getClientState(): ClientState
- checkMessage(JsonObject): boolean
+ manageJoinGame(String): void
- checkReturn(): void
+ manageGameLogin(String): void
- tryConnection(): void
+ getLock(): Object
+ getEndState(): EndType
- checkAssistant(JsonObject): void
+ initializeGameModel(GameModel): void
+ manageConnectionLost(): void
+ hasCommunicationToken(): boolean
+ getGameCode(): String
- checkStudentMove(JsonObject): void
- checkIgnoreColor(): void
- checkOccurrences(JsonObject): void
+ setGameCode(String): void
- checkBan(JsonObject): void
- checkMotherNatureMove(JsonObject): void
+ getUserName(): String
- checkCharacterPayment(JsonObject): void
+ manageStartScreen(Socket): void
+ manageMainMenu(String): void
+ resetGame(): void

GameServer

- client: ClientController
- outputStream: PrintWriter
- connectedLock: Object
- ping: Ping
- inputStream: BufferedReader
- connected: boolean

- manageEndGame(JsonObject): void
- manageLogin(JsonObject): void
- manageWaitingRoomUpdate(JsonObject): void
- manageStatus(JsonObject): void
- parseEnterGame(JsonObject): void
- manageError(JsonObject): void
- manageTurnEnable(JsonObject): void
+ setConnected(boolean): void
+ disconnected(): void
+ isConnected(): boolean
+ sendCommand(JsonObject): void
- manageEnterGame(JsonObject): void
+ manageMessage(JsonObject): void
+ run(): void
+ getMessage(): JsonObject

Ping

- host: GameServer
- lock: Object
- stop: boolean

+ run(): void

«create»

1 client
1 gameServer
1 ping
1 host