

<<interface>>

View

+ showError(String): void
+ showInfo(Pair<String, String>): void
+ updateScreen(boolean): void

<<package>>

package it.polimi.ingsw.client.view.cli

<<package>>

package it.polimi.ingsw.client.view.gui

ClientCli

- history: History
- process: boolean
- controller: ClientController
~ waitingIteration: int
- terminal: Terminal

- runJoinGame(): void
- runWaitingRoom(): void
- getPrettyUserName(): String
+ run(): void
- runGameLogin(): void
+ showInfo(Pair<String, String>): void
- runEndGame(): void
- runGameCreation(): void
- playersToNodes(): List<Node>
- runGameRunning(): void
+ showError(String): void
- runStartScreen(): void
- manageExit(): void
- runMainMenu(): void
+ updateScreen(boolean): void

ClientGui

- currentState: ClientState
- gameUpdater: Game
- instance: ClientGui
- instanceLock: Object
- instances: Map<ClientState, Prepare>
- stage: Stage
- controller: ClientController
- waitingRoomUpdater: WaitingRoom
- sceneLock: Object
- DEFAULT_TITLE: String
- scenes: Map<ClientState, Scene>

+ link(ClientState, Prepare): void
+ getController(): ClientController
+ getInstance(): ClientGui
+ showInfo(Pair<String, String>): void
+ start(Stage): void
+ changeScene(): void
+ loadScene(String): Scene
+ showError(String): void
+ updateScreen(boolean): void