

PropertyChangeSupport asforma le answers del server ir metodi di notifica per la CLI) ModelView ActionHandler - cli: CLI - serverAnswer: Answer modelView: ModelView - playerNickname: String serverAnswer: Answer - cli: CLI - activateInput: boolean view : PropertyChangeSupport - intialGamePhase: boolean - out: PrintStream + getCli(): CLI - in: Scanner + getCli(): CLI + boolean isIntialGamePhase() - clientConnection: ClientConnection + getModelView(): ModelView + getServerAnswer(): Answer + getServerAnswer(): Answer - activeGame: boolean + setServerAnswer(Answer answer) - listeners: PropertyChangeSupport + getView(): PropertyChangeSupport + getPlayerNickname(): String - modelView: ModelView + updateStudentMove(Answer a) - setPlayerNickname(String playerNickname) - actionHandler: ActionHandler + notifyDynamicAnswer(Answer answer) + isActivateInput(): boolean answerHandler() + setActivateInput() + showIslands(): void + resetActivateInput() + showPlayedCards(): void + setActivateInput(boolean activateInput) + showEntrance(): void + propertyChange(): void + public void userNicknameSetup() + choosePlayerNumber() + initialGamePhaseHandler(String serverCommand) + showServerMessage(Answer serverAnswer) ClientConnection ServerListener - serverAddress: String - socket: Socket - serverPort: int - modelView: ModelView outputStream: ObjectOutputStream - objectInputStream: ObjectInputStream - serverListener: ServerListener - actionHandler: ActionHandler + setupNickname(String nickname, ModelView modelView, ActionHandler actionHandler): boolean + readAnswerFromServer(SerializedAnswer answerFromServer) + setupConnection(Socket socket, ObjectInputStream input, ModelView modelView, ActionHandler actionHandler) + nicknameAvailabilityCheck(Object nicknameIn): boolean + sendUserInput(Message message) + sendUserInput(UserAction action)

classe ascoltata dalla CLI tramite