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- ExecutorEvent
      handleObject(MoveEv, Gar void
      📬 🛍 handleObject(ReloadEv, Gar void
      ≒♥ 🛍 handleObject(GrabEv, Gar void
     🕬 🛍 handleObject(PowerupEv, Garvoid
📬 🛍 handleObject(MoveEv, Gar
                                           void
📬 🔒 handleObject(ReloadEv, Gar
                                           void
📬 🛍 handleObject(GrabEv, Gar
                                           void
📬 🔒 handleObject(PowerupEv, Gar
                                           void
📬 🛍 handleObject(EndEv, Gar
                                           void
📬 🛍 handleObject(BarbecueSetEv, Ga
                                           void
📬 🗯 handleObject(BlackHoleSetEv, Ga
                                           void
📬 🗯 handleObject(ChainReactSetEv, Ga
                                           void
📬 🐞 handleObject(CozyFireModeSetEv, Ga
                                           void
📬 🗯 handleObject(CyberbladeSetEv, Ga
                                           void
📬 🛍 handleObject(ExtraGrenadeSetEv, G
                                           void
👀 🔒 handleObject(FlamethrowerSetEv, G
                                           void
📬 🗯 handleObject(FocusShotSetEv, Ga
                                           void
📬 🛍 handleObject(FurnaceSetEv, Ga
                                           void
📬 🗯 handleObject(GrenadeLaunchSetEv, G
                                           void
📬 🗯 handleObject(HeatseekerSetEv, G
                                           void
📬 🔒 handleObject(HellionSetEv, Ga
                                           void
📬 🇯 handleObject(HighVoltageSetEv, Ga
                                           void
📬 🗯 handleObject(LockRifleSetEv, Ga
                                           void
📬 🇯 handleObject(LongBarrelSetEv, Ga
                                           void
📬 🗯 handleObject(MachineGunSetEv, Ga
                                           void
📬 🛍 handleObject(NanoTracerSetEv, Ga
                                           void
📬 🗯 handleObject(PhaseGlideSetEv, Ga
                                           void
📬 🗯 handleObject(PiercingModeSetEv, Ga
                                           void
📬 🛍 handleObject(PlasmaGunSetEv, Ga
                                           void
📬 🏚 handleObject(PowerGloveSetEv, Ga
                                           void
📬 🛍 handleObject(PulvModeSetEv, Ga
                                           void
📬 🗯 handleObject(PunisherModeSetEv, Ga
                                           void
📬 🛍 handleObject(RailGunSetEv, Ga
                                           void
📬 🛍 handleObject(RocketFistSetEv, Ga
                                           void
📬 🐞 handleObject(RocketJumpSetEv, Ga
                                           void
📬 🐞 handleObject(RocketLaunchSetEv, Ga
                                           void
📬 🗯 handleObject(ScannerModeSetEv, Ga
                                           void
📬 🏚 handleObject(SecondLockSetEv, Ga
                                           void
📬 🐞 handleObject(ShadowstepSetEv, G
                                           void
📬 🗯 handleObject(ShockwaveSetEv, Ga
                                           void
📬 🛍 handleObject(ShotgunSetEv, Ga
                                           void
🐿 🔒 handleObject(SledgehammerSetEv, G
                                           void
📬 🗯 handleObject(SliceAndDiceSetEv, G
                                           void
📬 🗯 handleObject(ThorSetEv, Ga
                                           void
📬 🗯 handleObject(TractorBeamSetEv, G
                                           void
📬 🇯 handleObject(TurretTripodSetEv, Ga
                                           void
📬 🛍 handleObject(VortexSetEv, Ga
                                           void
📬 🛍 handleObject(WhisperSetEv, Ga
                                           void
📬 🔒 handleObject(ZX2SetEv, Ga
                                           void
📬 🔒 handleObject(PowerUpSetEv, Ga
                                           void
📬 🛍 handleObject(NewtonSetEv, Ga
                                           void
📬 🗯 handleObject(TagbackGrenadeSetEv, G
                                           void
📬 🐞 handleObject(TargetingScopeSetEv, G
                                           void
📬 🐞 handleObject(TeleporterSetEv, Ga
                                           void
📬 🛍 updateObject(StartTurnEv, Ga
                                           void
📬 🗯 updateObject(YourTurnEv, Gar
                                           void
📬 🐞 updateObject(NotYourTurnEv, Gar
                                           void
📬 🕯 updateObject(NotifyMoveEv, Gar
                                           void
📬 🛍 updateObject(NotifyGrabEv, Ga
                                           void
📬 🇯 updateObject(NotifyReloadEv, Ga
                                           void
📬 🗯 updateObject(NotifyEndMoveEv, Ga
                                           void
📬 🗯 updateObject(NotifyEndReloadEv, Ga
                                           void
📬 🗯 updateObject(DirectionChooseEv, Ga
                                           void
📬 🐞 updateObject(WeaponReloadChooseEv, G. void
📬 🗯 updateObject(BarbecueChooseEv, Ga
                                           void
📬 🗯 updateObject(BlackHoleChooseEv, Ga
                                           void
📬 🗯 updateObject(ChainReactChooseEv, Ga
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👀 🔒 updateObject(CozyFireModeChooseEv, Ga void
📬 🗯 updateObject(CyberbladeChooseEv, G
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📬 🛍 updateObject(ExtraGrenadeChooseEv, 🤄 void
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📬 🗯 updateObject(FurnaceChooseEv, Ga
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🐿 🔒 updateObject(GrenadeLaunchChooseEv, G void
📬 🐞 updateObject(HeatseekerChooseEv, G
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📬 🏚 updateObject(HellionChooseEv, Ga
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📬 🐞 updateObject(HighVoltageChooseEv, Ga
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📬 🐞 updateObject(MachineGunChooseEv, Ga
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📬 🐞 updateObject(NanoTracerChooseEv, Ga
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📬 🗯 updateObject(PlasmaGunChooseEv, G
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📬 🗯 updateObject(PowerChooseEv, Ga
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📬 🛍 updateObject(PowerGloveChooseEv, Ga
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📬 🗯 updateObject(PulvModeChooseEv, Ga
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📬 🗯 updateObject(RocketLaunchChooseEv, G 🗀 void
📬 🐞 updateObject(ScannerModeChooseEv, G: 🔻 void
📬 🐞 updateObject(SecondLockChooseEv, Ga
📬 🐞 updateObject(ShadowstepChooseEv, G
                                          void
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📬 🗯 updateObject(ShotgunChooseEv, Ga
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📬 🛍 updateObject(SledgehammerChooseEv, G void
📬 🐞 updateObject(SliceAndDiceChooseEv, G 💎 void
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                                           void
📬 🗯 updateObject(ZX2ChooseEv, Ga
                                           void
📬 🗯 updateObject(UnpaidEffectEv, Ga
                                           void
📬 🛍 updateObject(PowerUpChooseEv, Ga
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📬 🛍 updateObject(NewtonChooseEv, Ga
                                           void
📬 🐞 updateObject(TagbackGrenadeChooseEv, Gvoid
📬 🛍 updateObject(TargetingScopeChooseEv, G void
📬 🔒 updateObject(TeleporterChooseEv, Ga
```

-∰ 🖨 ActionEv -∰ 🖨 NotifyClient **എ** ∂NotifyReturn setPlayerNickname(Strii void ₹ retNickname(Strin void 🖘 🛍 getPlayerList List<Player String ₹₩ 🛍 getPlayerNickname String 🥫 🐞 getNickname( 📬 🛍 getGameBoard Table 🕬 🛍 handle(ExecutorEventImp, Gavoid च updateObject(ExecutorEventImp, G¿void Package weaponeffect\_controller\_events Package powerup\_events Package weapon\_event Package client\_event

a ExecutorEventClient

handleEvent(DirectionChooseEv, TableContrvoid

handleEvent(NotifyMoveEv, TableContrc void

handleEvent(StartTurnEv, TableContrc void

handleEvent(NotifyEndMoveEv, TableContrc void

handleEvent(YourTurnEv, TableContrc void

handleEvent(YourTurnEv, TableContrc void

handleEvent(NotYourTurnEv, TableContrc void

Package server\_event