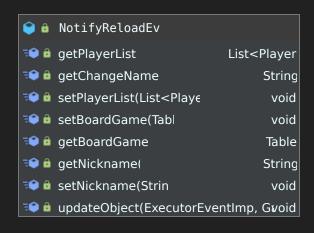
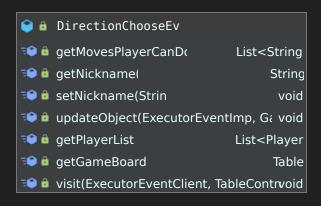
@ a	NotifyMoveEv	
₹ 🕯	getChangeName	String
₹ 📦 🔒	getPlayerList	List <player< th=""></player<>
₹ 📦 🔒	setPlayerList(List <playe< th=""><th>void</th></playe<>	void
₹ 📦 🔒	getGameBoard	Table
₹ 📦 🔒	setBoardGame(Tabl	void
₹ 📦 🔒	getNickname(String
₹ 🖨	setNickname(Strin	void
₹ 🖨	updateObject(ExecutorEventImp, Ga void	
₹ 📦 🙃	visit(ExecutorEventClient, TableContrvoid	

e a	NotYourTurnEv	
∓⊕ 🔒	getPlayerList	List <player< th=""></player<>
∓⊕ 6	getGameBoard	Table
₹ 📦 🔒	setPlayers(List <playe< th=""><th>void</th></playe<>	void
∓⊕ 6	setGameBoard(Tabl	void
∓⊕ 6	visit(ExecutorEventClient, Ta	ableContrvoid
₹ 🔒	setNickname(Strin	void
₹ 🔒	getNickname(String
₹ 🙀 🔒	updateObject(ExecutorEven	tlmp, Ga void

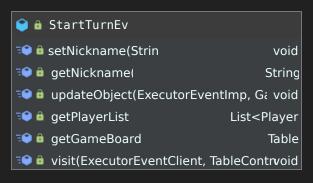
@ a	YourTurnEv	
₹ 🖨	getPlayers	List <player< th=""></player<>
₹ 🕯	getGameboard	Table
₹ 🕶	getPlayerList	List <player< th=""></player<>
₹ 🕶	getGameBoard	Table
₹ 🕶	visit(ExecutorEventClient,	TableContrvoid
₹ 🖨	setNickname(Strin	void
₹ 🖨	getNickname(String
₹ 🕯	updateObject(ExecutorEve	entlmp, Ga void

ê â	NotifyGrabEv	
₹ 🖨	getNickname(String
₹ 🔒	setNickname(Strin	void
₹ 📦 🔒	getPlayerList	List <player< th=""></player<>
₹ 📦 🔒	setPlayerList(List <playe< th=""><th>void</th></playe<>	void
₹ 📦 🔒	getBoardGame	Table
₹ 🕯	setBoardGame(Tabl	void
₹ 🕯	getNameChange	String
₹ 📦 🔒	updateObject(ExecutorEven	tlmp, Gvoid





@ a	StartGameEv	
₹ 📦	setNickname(Strin	void
∓⊕ €	getNickname(String
∓⊕ €	updateObject(ExecutorEven	tlmp, Ga void
∓⊕ €	visit(ExecutorEventClient, Ta	ableContrvoid
∓⊕ €	getGameboard	Table
∓⊕ €	getPlayerList	List <player< th=""></player<>
₹ 🖨	getGameBoard	Table



@ a	NotifyEndMoveEv	
₹ 📦 🔒	getNickname(String
₹ 📦 🔒	setNickname(Strin	void
₹ 📦	updateObject(ExecutorEve	ntlmp, Ga void
₹ 📦	getPlayerList	List <player< th=""></player<>
₹ 🖨	getGameBoard	Table
₹ 🕯	visit(ExecutorEventClient,	TableContr v oid

a	WeaponReloadChooseEv	
50	getNickname(String
= •	setNickname(Strin	void
a	getWeaponCanBeReloade	List <string< th=""></string<>
∓⊕ ⊕	updateObject(ExecutorEver	ntlmp, Gvoid



