

	NotifyMoveEv	
	getChangeName	String
	getPlayerList	List<Player
	setPlayerList(List<Playe	void
	getGameBoard	Table
	setBoardGame(Tabl	void
	getNickname()	String
	setNickname(Strin	void
	updateObject(ExecutorEventImp, G	void
	visit(ExecutorEventClient, TableContr	void

	NotYourTurnEv	
	getPlayerList	List<Player
	getGameBoard	Table
	setPlayers(List<Playe	void
	setGameBoard(Tabl	void
	visit(ExecutorEventClient, TableContr	void
	setNickname(Strin	void
	getNickname()	String
	updateObject(ExecutorEventImp, G	void

	YourTurnEv	
	getPlayers	List<Player
	getGameboard	Table
	getPlayerList	List<Player
	getGameBoard	Table
	visit(ExecutorEventClient, TableContr	void
	setNickname(Strin	void
	getNickname()	String
	updateObject(ExecutorEventImp, G	void

	NotifyGrabEv	
	getNickname()	String
	setNickname(Strin	void
	getPlayerList	List<Player
	setPlayerList(List<Playe	void
	getBoardGame	Table
	setBoardGame(Tabl	void
	getNameChange	String
	updateObject(ExecutorEventImp, G	void

	NotifyReloadEv	
	getPlayerList	List<Player
	getChangeName	String
	setPlayerList(List<Playe	void
	setBoardGame(Tabl	void
	getBoardGame	Table
	getNickname()	String
	setNickname(Strin	void
	updateObject(ExecutorEventImp, G	void

	DirectionChooseEv	
	getMovesPlayerCanD	List<String
	getNickname()	String
	setNickname(Strin	void
	updateObject(ExecutorEventImp, G	void
	getPlayerList	List<Player
	getGameBoard	Table
	visit(ExecutorEventClient, TableContr	void

	StartGameEv	
	setNickname(Strin	void
	getNickname()	String
	updateObject(ExecutorEventImp, G	void
	visit(ExecutorEventClient, TableContr	void
	getGameboard	Table
	getPlayerList	List<Player
	getGameBoard	Table

	StartTurnEv	
	setNickname(Strin	void
	getNickname()	String
	updateObject(ExecutorEventImp, G	void
	getPlayerList	List<Player
	getGameBoard	Table
	visit(ExecutorEventClient, TableContr	void

	NotifyEndMoveEv	
	getNickname()	String
	setNickname(Strin	void
	updateObject(ExecutorEventImp, G	void
	getPlayerList	List<Player
	getGameBoard	Table
	visit(ExecutorEventClient, TableContr	void

	WeaponReloadChooseEv	
	getNickname()	String
	setNickname(Strin	void
	getWeaponCanBeReloade	List<String
	updateObject(ExecutorEventImp, G	void

	NotifyEndReloadEv	
	getNickname()	String
	setNickname(Strin	void
	updateObject(ExecutorEventImp, G	void

	Color	
	isFirstTime(boolean
	isDuplicated(boolean
	getColors(List<String

	Login	
	isFirstTime(boolean
	getNickname(List<String

	Reconnection	
	getFirstTime(boolean
	getRecon(String

	MVevent	
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