# \*interface\*\* VisitorServer +visitBuild(event: Build) +visitDecisionTaken(event: DecisionTaken) +visitGodChoice(event: GodChoice) +visitGodDeck(event: GodDeck) +visitMoveChoice(event: MoveChoice) +visitWorkerChoice(event: WorkerChoice) +visitWorkerPosition(event: WorkerPosition) UNREGISTERED UNREGISTERED

## \*(interface» VisitorFirstPhase +visitNickname(nickname: Nickname) +visitNumberOfPlayer(numberOfPlayers: NumberOfPlayers) +visitPong(event: Pong) UNREGISTERED UNREGI

«constructor»+VisitorSocketConnectionServer(s: SocketConnection)

-socketConnection: SocketConnection

### «interface» VisitorClient

- +visitChooseBuild(event: ChooseBuild): String
- +visitChooseGod(event: ChooseGod): String
- +visitChooseGodsDeck(event: ChooseGodsDeck): String
- +visitChooseMove(event: ChooseMove): String
- +visitChooseWorker(event: ChooseWorker): String
- +visitChooseWorkerPosition(event: ChooseWorkerPosition): String
- +visitDisconnection(event: Disconnection): String
- +visitEndEvent(event: EndEvent): String
- +visitLose(event: Lose): String
- +visitMakeDecision(event: MakeDecision): String
- +visitMapUpdate(event: MapUpdate): String
- +visitNickname(event: Nickname): String
- +visitNumberOfPlayer(event: NumberOfPlayer): String
- +visitWin(event: Win): String
- +visitOutOfRoom(event: OutOfRoom): String
- +visitUnsuccessfulOperation(event: UnsuccessfulOperation): String
- +visitAck(event: Ack): String
- +visitGameIsStarting(event: GameIsStarting): String
- +visitTurnIsEnd(event: TurnIsEnd): String

### VisitorView

-s: Supporter

«constructor»+VisitorView(s: Supporter)

## «interface» VisitorForPong

- +visitBuild(event: Build)
- +visitDecisionTaken(event: DecisionTaken)
- +visitGodChoice(event: GodChoice)
- +visitGodsDeck(event: GodsDeck)
- +visitMoveChoice(event: MoveChoice)
- +visitWorkerChoice(event: WorkerChoice)
- +visitWorkerPosition(event: WorkerPosition)
- +visitPong(event: Pong)
- +visitNumberOfPlayers(event: NumberOfPlayers)

### VisitorPong

-socketConnection: SocketConnection

«constructor»+VisitorPong(socketConnection: SocketConnection)