

VisitorView

-s: Supporter

«constructor»+VisitorView(s: Supporter)

+visitEndEvent(event: EndEvent): String

+visitMapUpdate(event: MapUpdate): String

+visitOutOfRoom(event: OutOfRoom): String

+visitTurnIsEnd(event: TurnIsEnd): String

+visitNickname(event: Nickname): String

+visitLose(event: Lose): String

visitWin(event: Win): String

+visitAck(event: Ack): String

+visitChooseBuild(event: ChooseBuild): String

+visitChooseGod(event: ChooseGod): String

Printer «constructor»+Printer() +welcome() +printDeck() +printGods(gods: List<Gods>) +board(map: Map, workerList: List<Worker>, chosenGods: Pair<<String><Gods>>, playerColor: Map<<String><WorkerColor>>) +printLegend(chosenGod: Pair<<String><Gods>>, playerColor: Map<<String><WorkerColor>) +space1(string: String) +println(toPrint: String) +print(toPrint: String) +colorToAnsi(color: Color) +space(string: String) «enumeration» Color

BLUE

RED

YELLOW

GREEN

PURPLE

BRIGHT GREEN

BRUGHT YELLOW

WHITE

CYAN

CLI -ok: boolean -isFinish: boolean mh: MessageHandler -printer: Printer reader: InputReader «constructor»+CLI() +update(message: EventForClient) +run() +turnIsEnd() +gameIsStarting() +launch() +logIn(): String +numberOfPlayer(): int +chooseGodsDeck(): List<Gods> +chooseGodsPlayers(): Gods +chooseFirstPlayer(): String +updateMap() +placeWorkers(): Coordinates +chooseWorker(): Worker +askMove(): Coordinates +askBuild(): Pair<<Coordinates><Level>> +makeDecision(): boolean +undo(): boolean +ack() +unsuccessfulOperation() +winGame() +loseGame() +disconnectGame() +endGame() +outOfRoom() +coordinateCheck(car: String): int

+chooseColor(): WorkerColor