

<<interface>>

IClient

```
+getName(): string  
+getLanguage(): string  
+informStartGame(numberOfPlayers:int): void  
+informTurn(player:int): void  
+informDiceValues(diceValues:int[]): void  
+informCashChange(player:int,cashChange:int): void  
+informStreetBuy(): void  
+informConstruct(street:int): void  
+informDestruct(street:int): void  
+informMortgageToogle(street:int): void  
+informCardPull(string:text,communityCard:boolean): void  
+informBankruptcy(): void  
+informMessage(text:string,sender:int,private:boolean): void  
+informTrade(actingPlayer:int,partnerPlayer:int): void  
+informAuction(): void
```



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ClientBase