<<interface>>
IClient

+getName(): string
+getLanguage(): string
+infromStartGame(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

ClientBase