## **IServer** +getPlayerPiecePosition(playerID:int): int +addPlayer(client:IClient): int +setPlayerReady(player:int): void +getPlayerName(player:int): string +getPlayerColor(player:int): int +getRules(): Rules +getEstateName(position:int): String +getEstateColorGroup(position:int): int +getEstateHouses(): int +getEstatePrice(position:int): int +getEstateRent(position:int,houses:int): int +getGameStatusMessage(playerID:int): String +isMortgaged(position:int): boolean +getOwner(position:int): int +getDiceValue(): int +getDiceValues(): int[] RMIServer +getPlayerCash(playerID:int): int +getPlayerOnTurn(): int +getNumberOfGetOutOfJailCards(playerID:int): int **UnicastRemoteObject** +getNumberOfHousesLeft(): int +getNumberOfHotelsLeft(): int <<interface>> +rollDice(playerID:int): boolean <<interface>> **NetOjim** +accept(playerID:int): boolean Serializable +decline(playerID:int): boolean +endTurn(playerID:int): boolean +declareBankruptcy(playerID:int): boolean **BufferServer** +construct(playerID:int,position:int): boolean

+createBufferServer()

**ImplBuffer** 

<<interface>>

Remote

<<interface>>

+deconstruct(playerID:int,position:int): boolean

+sendMessage(text:string): void

+toggleMortgage(playerID:int,position:int): boolean

+sendPrivateMessage(text:string,reciever:int): void