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| --- | --- | --- | --- | --- |
| Class Name:  Server | ID:  5 | | | Type:  Concrete |
| Description:  The mechanism passing information between players and the client. | | | Associated Use Cases:  Almost All | |
| Responsibilities | | Collaborators | | |
| Notify of Changes | | Client | | |
| Attributes | |  | | |
| Lobby | |  | | |
| List of Players | |  | | |
| List of Clients | |  | | |
| Relationships | |  | | |
| Aggregation (has-parts) | |  | | |
| Player | |  | | |
| Client | |  | | |
| Lobby | |  | | |