MouseAdapter ActionListener

Se a Battle Control ler

- authDialog : AuthorizationDialog
- gameModel :GameModel
- myUsername :String
- opponentUsername:String
- + seaBattleView:SeaBattleView
- transport: Transport
- userListView :UserListView
- userModel :UserModel
- + actionPerformed(event:ActionEvent):void
- + closeGameWindow():void
- + closeUserList():void
- createSeaBattleView(field:Field):void
- + createUserListView(userSet:Set<User>):void
- + getTransport():Transport
- + lostAction() :void
- + mousePressed(e:MouseEvent):void
- + SeaBattleController()
- + sendRequest(opponent:User):void
- + showAuthorizationWindow():void
- + showConfirm (message:String, nick:String):void
- + showError(message:String):void
- + showGameWindow() :void
- + showInfoMessage (message:String):void
- + showUserList() :void
- + updateSeaBattleModel(field:Field, usemame:String):vo d
- + updateUserSet(userSet:Set<User>) :void
- + wonAction() :void

-listener/

Thread

Ev entLoop

- listener :Sea BattleController
- # dispatch Event(event :Object) :void
- + EventLoop(listener:SeaBattleController
- + run():void