

GameModel		Observable
<div><div>- currentPlayer :String</div><div>- me :String</div><div>- meFieldModel :Field</div><div>- opponent :String</div><div>- opponentFieldModel :Field</div></div>		
<div><div>+ GameModel(meField :Field, me :String, opponent :String)</div><div>+ getCurrentPlayer() :String</div><div>+ getMe() :String</div><div>+ getMyFieldModel() :Field</div><div>+ getOpponent() :String</div><div>+ getOpponentFieldModel() :Field</div><div>+ observable() :Observable</div><div>+ setChangesAndNotify() :void</div><div>+ setCurrentPlayer(currentPlayer :String) :void</div><div>+ setMe(me :String) :void</div><div>+ setMyFieldModel(meFieldModel :Field) :void</div><div>+ setOpponent(opponent :String) :void</div><div>+ setOpponentFieldModel(opponentFieldModel :Field) :void</div><div>+ updateSeaBattleModel(field :Field, nick :String) :void</div></div>		

Settings	
<div><div>+ FILE :File = new File("Setti... {readOnly}</div><div>+ HOST :String = "localhost" {readOnly}</div><div>+ MILLIS_WAIT :int = 3000 {readOnly}</div><div>+ PASS_PATTERN :Pattern = Pattern.compile... {readOnly}</div><div>- password :String = ""</div><div>+ PORT :int = 9999 {readOnly}</div><div>+ SO_TIMEOUT :int = 10000 {readOnly}</div><div>- username :String = ""</div></div>	
<div><div>+ getPassword() :String</div><div>+ getUsername() :String</div><div>+ readSettings() :void</div><div>+ setPassword(password :String) :void</div><div>+ setUsername(username :String) :void</div><div>+ writeSettings() :void</div></div>	

UserModel		Observable
<div><div>- log :Logger = Logger.getLogge...</div><div>- myUsername :String</div><div>- userSet :Set&lt;User&gt; = new HashSet&lt;User&gt;()</div></div>		
<div><div>+ getMyUsername() :String</div><div>+ getUserSet() :Set&lt;User&gt;</div><div>+ observable() :Observable</div><div>+ setChangesAndNotify() :void</div><div>+ updateUserSet(userSet :Set&lt;User&gt;) :void</div><div>+ UserModel(userSet :Set&lt;User&gt;, myUsername :String)</div></div>		