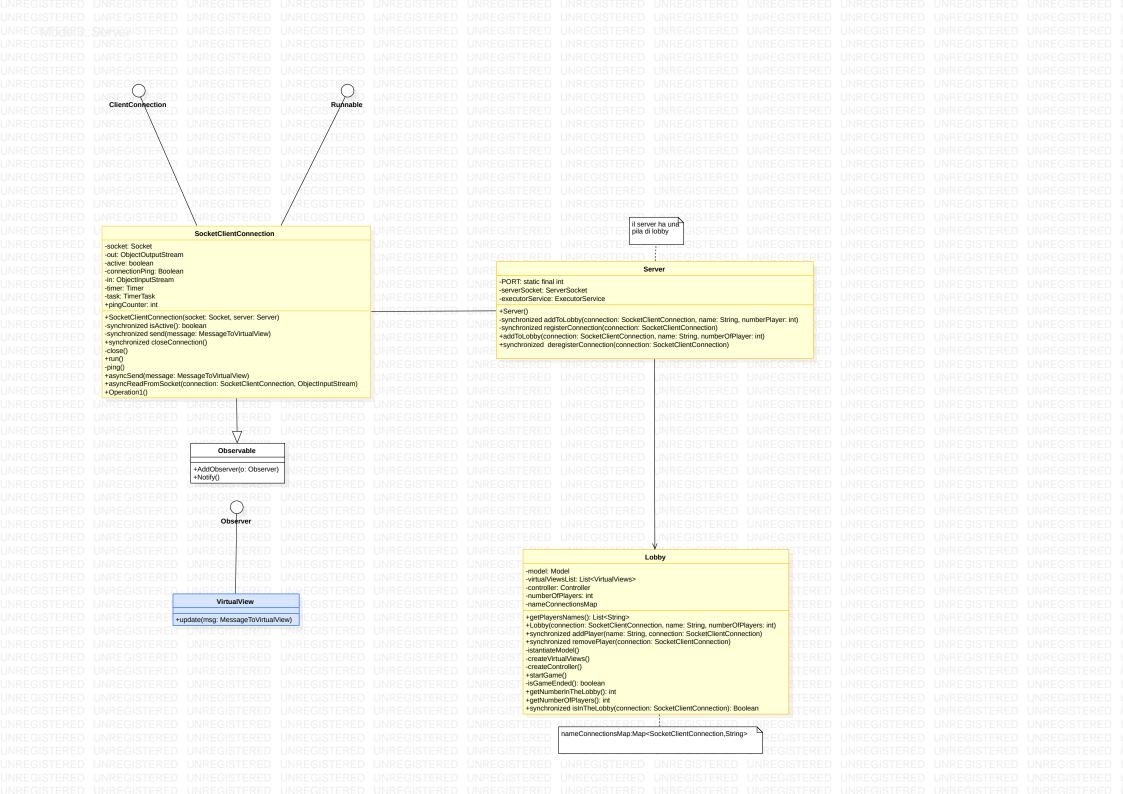
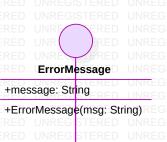


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GodNotActivableErrorMessage

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BuildErrorMessage

MoveErrorMessage

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ExitErrorMessage

SelectWorkerPositionErrorMessage

InitialWorkerPositionErrorMessage

PlayerNumberErrorMessage

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Observable
                                                                                                 +AddObserver(o: Observer)
+Notify()
                                                                                                                                                                                                                                                                              +SETUPSTATE
+ACTIVATIONGODSTATE
                                                                                                                                                                                                                                                                               +MOVESTATE
                                                                                                                                                                                                                                                                               +CHECKWINCONDITIONSTATE
+BUILDSTATE
                                                                                                                                                                                                                                                                               +ENDTURNSTATE
+SLEEPSTATE
+BEGINTURNSTATE
                                                                                                                    Observer
                                                                                                                                                                                                                                           View
                                                                                                                                                                                                         -state: ViewState
-playerName: String
-idPlayer: int
-chosenFirst: Boolean
                                                                                                                                                                                                                                                                                                                                                                    -ip: String
-Port: int
+active: Boolean
                                                                                                                    VirtualView
                                                                               -idPlayer: int
-connection: SocketClientConnection
-Class MessageReceiver
                                                                                                                                                                                                                                                                                                                                                                    -out: ObjectOutputStream
-in: ObjectInpueStream
-socket: Socket
                                                                                                                                                                                                          +update(MessageToVirtualView)
                                                                                                                                                                                                          +notify(choice: Choice)
-setState(state: ViewState)
-checkChoiceToSend(choice: Choice)
    Server
                                                                                                                                                                                                                                                                                                                                                                    +Cfient(ip: String, port: int)
+synchronized isActive(): Bollean
+synchronized setActive(a: Boolean)
+thread aysncReadFromSocket(in final ObjectInputStream)
                                                                                +notify(Choice click)
                                                                               +update(msg: MessageToVirtualView)
+VirtualView(idPlayer: int, connection: SocketClientConnection)
+getConnection(): SocketClientConnection
                                                                                                                                                                                                          +updateWindow(message: MessageToVirtualView)
Server
                                                                                                                                                                                                         +View()
+View(state: ViewState)
                                                                                                                                                                                                        +View(state: ViewState)
+getCurrentState(): ViewState
+setPlayerName(name: String)
+setIdPlayer(id: int)
+getPlayerId()
+checkChoiceToSend(c: Choice)
                                                                                                                                                                                                                                                                                                                                                                     +therad aysncWrite(c Choice, ObjectInputStream)
+run()
+notify(message: MessageToVirtualView)
                                                                                                              MessageReceiver
                                                                                                              -update(msg: Choice)
                                                                                                                                                                                                          +updateWindow(message MessageToVirtualView)
                                                                                                                                                                                                                                                                                                                                      GameWindow
                                                                                                                                                                                                                                                                                                +numberOfPlayer: int
+godList: List<String>
+idPlayer: int
                                                                                  LobbyWindow
                                                                                                                                                                                                                                  CardSelectionWindow
                                                                                                                                                                                                                                                                                                  +namesList: List<String>
                                                                                                                                                    GodSelectionWindow
                                                                      +LobbyWindow()
+setVisible(visible: Boolean)
+actionPerformed(e: ActionEvent)
                                                                                                                                                                                                                                                                                                resize(con(img: Image(con, scaleFactor; int)
                                                                                                                                                                                                                   +actionPerformed(e: ActionEvent)
                                                                                                                                                                                                                                    JFrame
```

```
Model
                                                                                                                                                                              +playerNum: int
                                                                                                                                                                             +Model(playersNamesList: List<Players>)
+checkWinner()
                                                                                                                                                                                                                                                                                                                                                                                                  MessageToVirtualView
                                                                                                                                                                             +checkState()
                                                                                                                                                                             +cneckstate()
+notify(msg: MessageToVirtualView)
+getTurn(): Turn
+getModelRep(): ModelRepresentation
+updateModelRep()
                                                                                                                                                                             +updateModelRep(currentState: StateEnum)
+updateModelRep(godList: List<GodList>)
+updateModelRep(selectedWorkerCells: ArrayLst<Box>)
                                                                                                                                                                                                             Observable
                                                                                                                                                                                                  +AddObserver(o: Observer)
                                                                                                                                                                                               +Notify()
                                                                   Server
                                                                   Server
                                                                                                                                                                                                                                                                        VirtualView
-PORT: static final int
-serverSocket: ServerSocket
                                                                                                                                                                                                                                   -idPlayer: int
                                                                                                                                                                                                                                   -connection: SocketClientConnection
 -executorService: ExecutorService
                                                                                                                                                                                                                                   -Class MessageReceiver
 +Server()
                                                                                                                                                                                                                                   +notify(Choice click)
                                                                                                                                                                                                                                   +notify(Cnoice click)
+update(msg: MessageToVirtualView)
+VirtualView(idPlayer: int, connection: SocketClientConnection)
+showModelRepMessage(msg: ModelRepresentation)
+showChoiceMessage(msg: Choice)
                                                                                                                                                                                                                                                                                                                                                                                                  Choice

    -synchronized addToLobby(connection: SocketClientConnection, name: String, numberPlayer: int)
    -synchronized registerConnection(connection: SocketClientConnection)

+addToLobby(connection: SocketClientConnection, name: String, numberOfPlayer: int) 
+synchronized deregisterConnection(connection: SocketClientConnection)
                                                                                                                                                                                                                                   +getConnection(): SocketClientConnection
                                                                                                                                                                                                                                                             Observer
                                                                                                                                                                                             Controller
                                                                                                                                                                                             Controller
                                                                                                                                                                      -modelInstance: Model
                                                                                                                                                                     -view: VirtualView
-playerNum: int
                                                                                                                                                                      +playerList: String
                                                                                                                                                                     +Controller(Model model, playerNumber: int)
                                                                                                                                                                      +update(Choice userChoice)
+nextTurn()
                                                                                                                                                                      +endGame(
                                                                                                                                                                     +addPlayer(String p)
+beginGame()
                                                                                                                                                                     +playerNumSet(n: int)
```