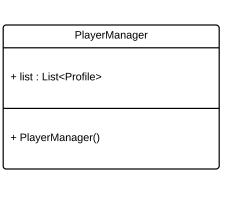
Server + network : NetworkManager + players : PlayerManager + events : EventManager + game : GameManager + serializer : Serializer + Instance : Server + debug : bool - debug : bool - _instance : Server - _padlock : object + Server() + Open() + Close() + Error() + PrintOnDebug() + WriteTo() + WriteToAll() + WriteToOther() + CheckClose() + Run() GameManager

EventManager + EventManager() + Connection() + Rename() + Deconnection() + ReceiveMessage() + SendDeck() + SendPile() + HowManyCards() + PlayerAnnonce() + PlayerPlay() + GetScore() + PlayerReady() + RelanceGame()

NetworkManager + NetworkManager() + InitFunc() + StartsServer() + ListEndPoints() + StopServer()

+ contract : Contract + pile : Pile + relance : bool + annonceTurn : int + gameTurn : int + status : GAME STATUS - annonceTurn: int - gameTurn : int - _status : GAME_STATUS + GameManager() + Wait() + Distrib() + NextAnnonce() + CheckAnnonce() + Annonce() + NextTurn() + Turn() + CalculScore() + Referee() + End()



Profile

+ owner: string
+ id: int
+ ip: string
+ port: int
+ deck: Deck
+ status: PLAYER_STATUS
+ contract: Contract
+ win: Deck
+ ready: bool
+ points: int

+ Profile()