GameInfos

+ Instance : GameInfos

+ NetManager : NetworkManager + EventManager : EventManager + UsersList : List<ClientUser>

+ CardsPlayed : Deck

+ MyId : int

+ GameStatus : GAME STATUS + ContractPicked : Contract

+ LastPile : Pile

- instance : GameInfos

- padlock : object

- netManager : NetworkManager - eventManager : EventManager - usersList : List<ClientUser>

+ GameInfos()

+ GetClientUserById()

+ GetPosFromId()

+ AddPlayer()

+ RestartGameInfos()

NetworkManager

+ IsConnected : bool

- serverIP: string - serverPort : int - connect : bool

+ NetworkManager()

+ Connect()

+ SetCallBackFunction()

+ Disconnect()

+ Error()

+ WriteMessage()

+ WriteObject()

- Init()

EventManager

- + EventManager()
- + PrintIncomingMessage()
- + ConnectionKo()
- + ConnectionOk()
- + WaitingForPlayer()
- + Playing()
- + PlayerAnnounce()
- + PlayerPlay()
- + SomeoneHasAnnounced()
- + SomeonePlayedACard()
- + PlayersConnect()
- + PlayersQuit()
- + PlayerRename()
- + PlayerHasLost()
- + PlayerHasWon()
- + GetPlayerCardsNumber()
- + GetPlayerScore()
- + PlayerReceiveDeck()
- + PlayerReceivePile()
- + Ok()
- + NotMyTurn()
- + NotOwningCard()
- + AnnounceIncorrect()
- + CardNotAllowed()
- + IncorrectTurnType()

ClientUser

+ Id : int

+ Username : string

+ Position : ClientPosition

+ CardsList : Deck + Score : int

+ IsPlaying: bool

- + ClientUser()
- + Equals()
- + GetHashCode()
- + AddCard()
- + RemoveCard()

<<enumeration>> ClientPosition

NotSpecified: -1 Bottom: 0

Left: 1 Top: 2 Right: 3

LoginContent

+ Instance:

+ LoginScre + WaitingSc

- instance : I

- loginScree

- waitingScre

+ MainWind

+ LoginContent()

- SendCredentialsToServer()

- ConnectButton Click()

MainWindow

stance : MainWindow ginScreen : LoginContent

aitingScreen: WaitingScreenContent

tance : MainWindow inScreen : LoginContent

itingScreen: WaitingScreenContent

ainWindow()

erver() <() WaitingScreenContent

+ WaitingScreenContent

GameWindow

- + Instance : GameWindow
- + ContractCallCont : ContractCallContent
- + IngameCallCont : IngameCallContent
- instance : GameWindow
- contractCallCont : ContractCallContent
- ingameCallCont : IngameCallContent
- + GameWindow()
- + DrawCanvas()
- + Initialize()
- DrawGameField()
- DrawHandCards()
- DrawCardsPlayed()
- DrawNameAndScore()
- DrawWhosPlaying()
- DrawContractPicked()
- DrawLastPile()
- Window_Closing()
- ChatInput_KeyDown()
- Window_KeyDown()

ContractCallContent

- + ContractCallContent()
- ContractCallButton_Click()

IngameCallContent

- + IngameCallContent()
- PickCardButton_Click()