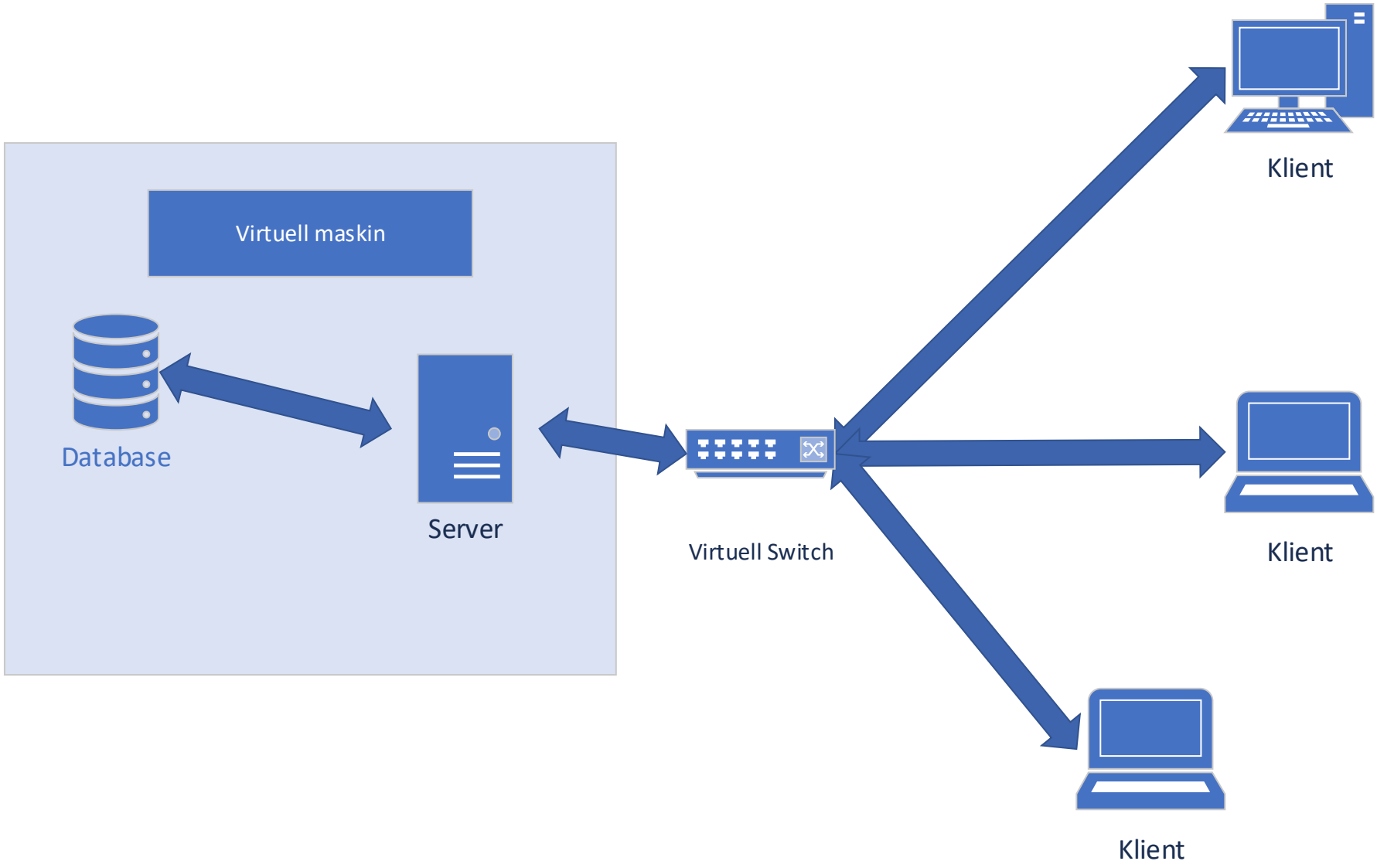
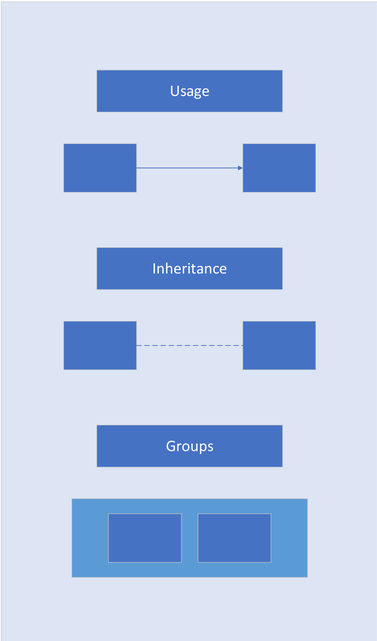
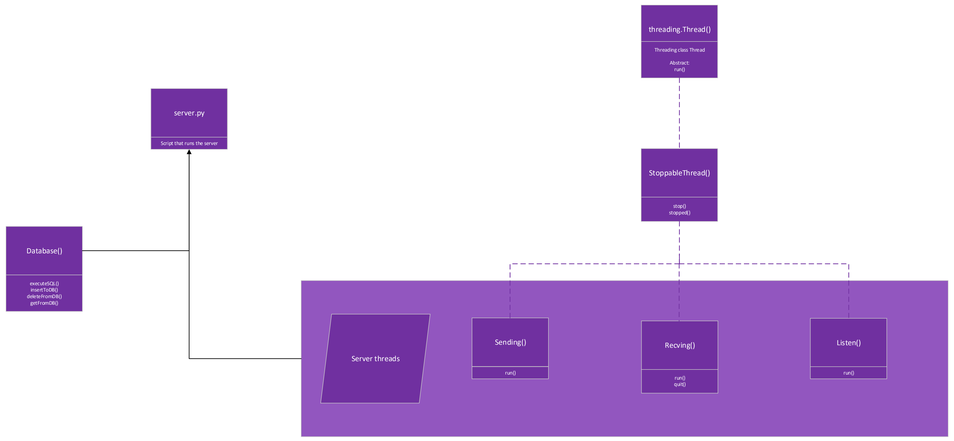
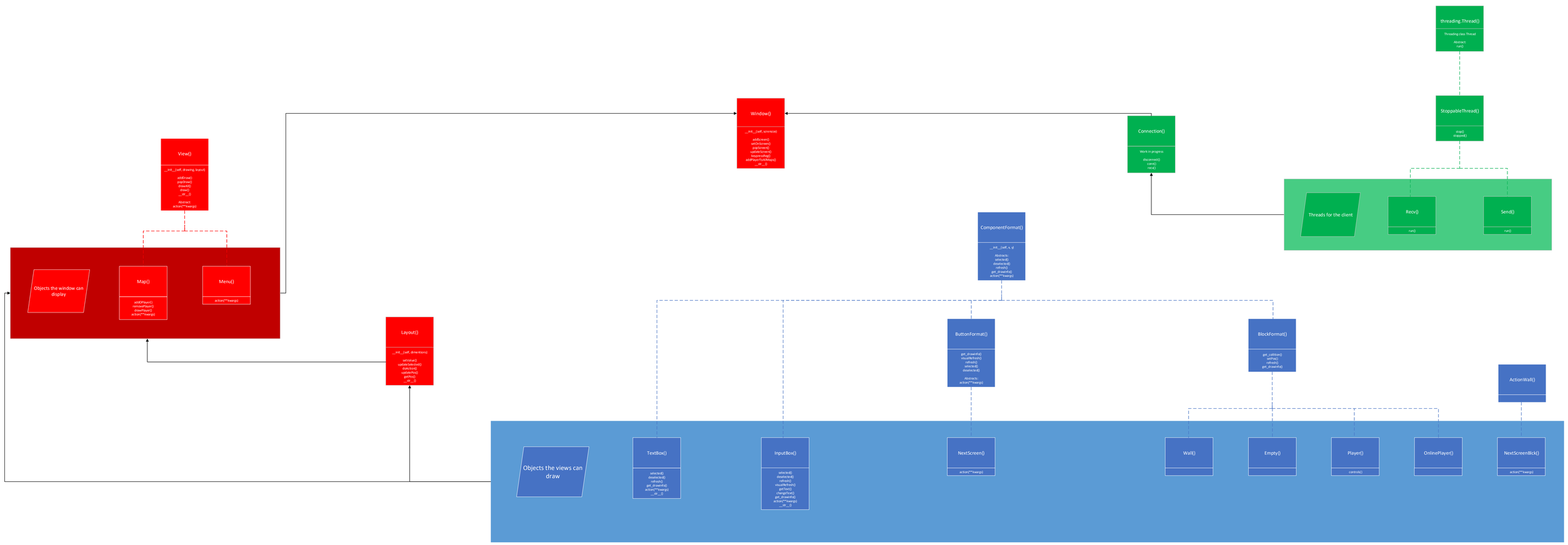

Virtuell maskin
Database
Server
Virtuell Switch
Klient
Klient
Klient


Usage
Inheritance
Groups


threading.Thread()
Threading class Thread
Abstract:
run()
server.py
Script that runs the server
StoppableThread()
stop()
stopped()
Database()
executeSQL()
insertToDB()
deleteFromDB()
getFromDB()
Server threads
Sending()
run()
Recving()
run()
run()
Listen()
run()


threading.Thread()
Threading class Thread
Abstract:
run()
StoppableThread()
stop()
stopped()
Window()
__init__(self, screesize)
addScreen()
setOrScreen()
popScreen()
setScreen()
keyPressed()
keyReleased()
addPlayerToAllMaps()
__str__()
Connection()
Work in progress
disconnect()
conn()
recv()
Threads for the client
Recv()
run()
Send()
run()
View()
__init__(self, drawing, layout)
addDraw()
popDraw()
drawAll()
draw()
__str__()
Abstract:
action(***kwargs)
ComponentFormat()
__init__(self, x, y)
Abstracts:
selected()
deselected()
refresh()
get_drawinfo()
action(***kwargs)
Objects the window can display
Map()
addOPlayer()
removePlayer()
drawPlayer()
action(***kwargs)
Menu()
action(***kwargs)
Layout()
__init__(self, dimentions)
serialize()
updateSelected()
doAction()
updateAll()
getAll()
__str__()
ButtonFormat()
get_drawinfo()
visualRefresh()
refresh()
selected()
deselected()
Abstracts:
action(***kwargs)
BlockFormat()
get_collision()
setFrag()
refresh()
get_drawinfo()
ActionWall()
Objects the views can draw
TextBox()
selected()
deselected()
refresh()
get_drawinfo()
action(***kwargs)
__str__()
InputBox()
selected()
deselected()
refresh()
visualRefresh()
get_text()
get_drawinfo()
action(***kwargs)
__str__()
NextScreen()
action(***kwargs)
Wall()
Empty()
Player()
controls()
OnlinePlayer()
NextScreenBlck()
action(***kwargs)