Design Document

Table of Contents

Client class model: **3**

Game class model: **5**

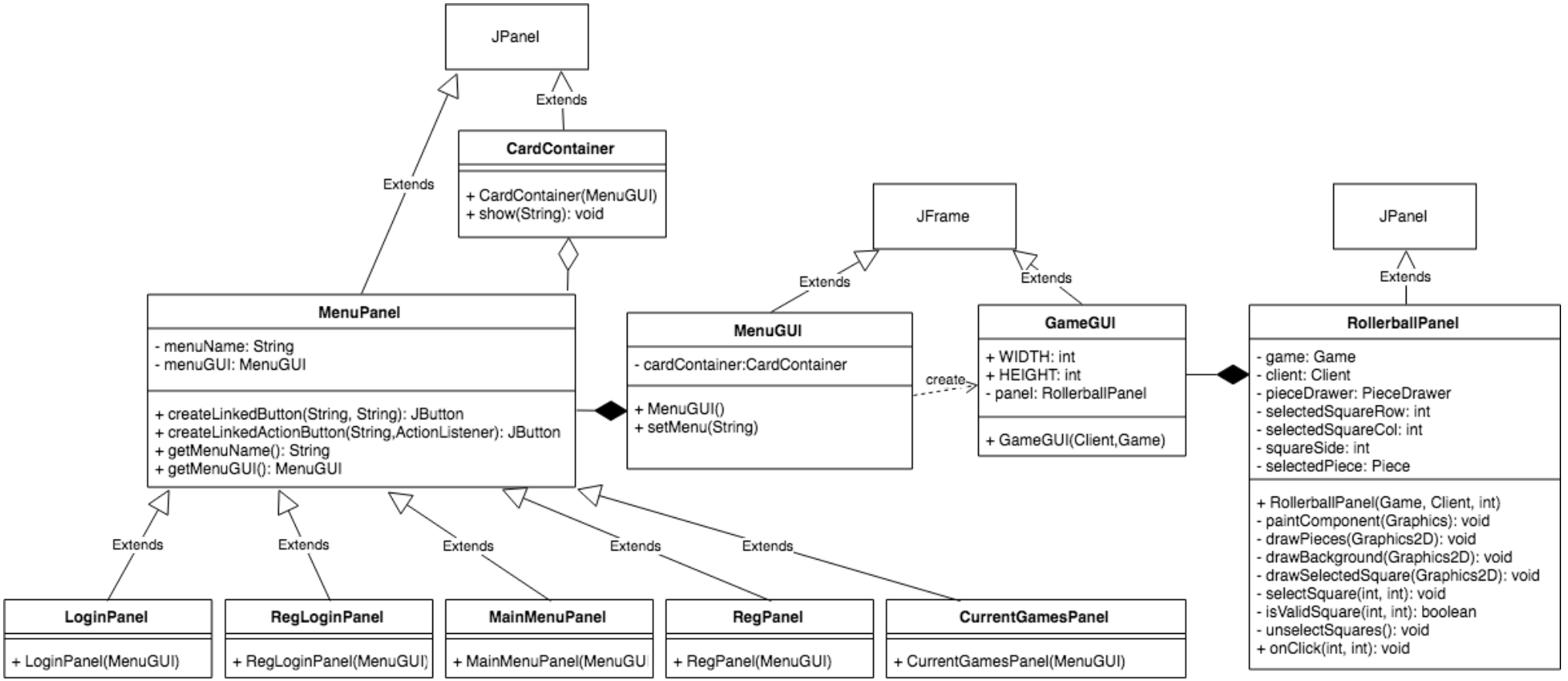
Server class model: **6**

checkValidMoves Sequence Diagram **7**

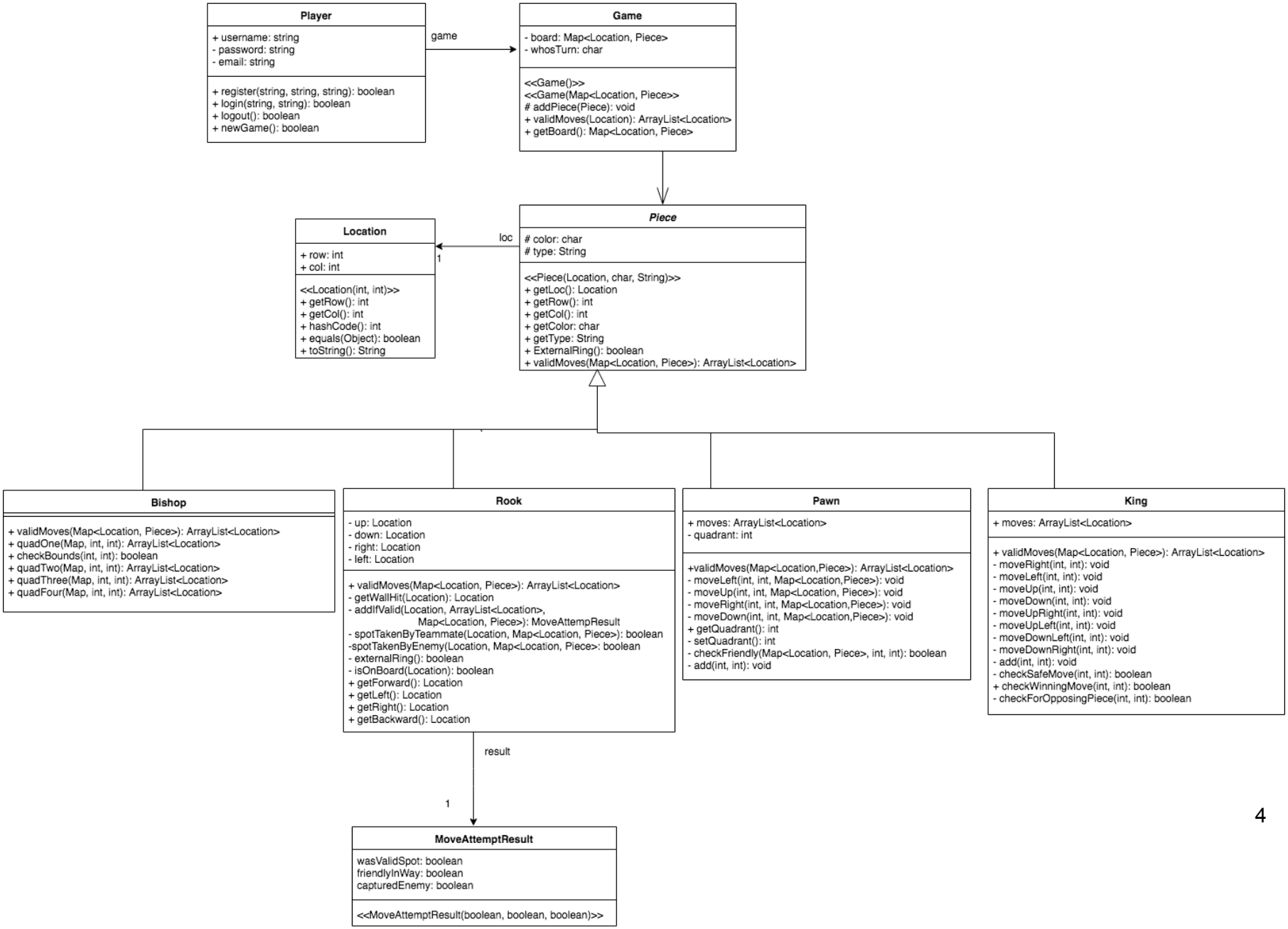
onClick Sequence Diagram **9**

newGame Sequence Diagram **10**

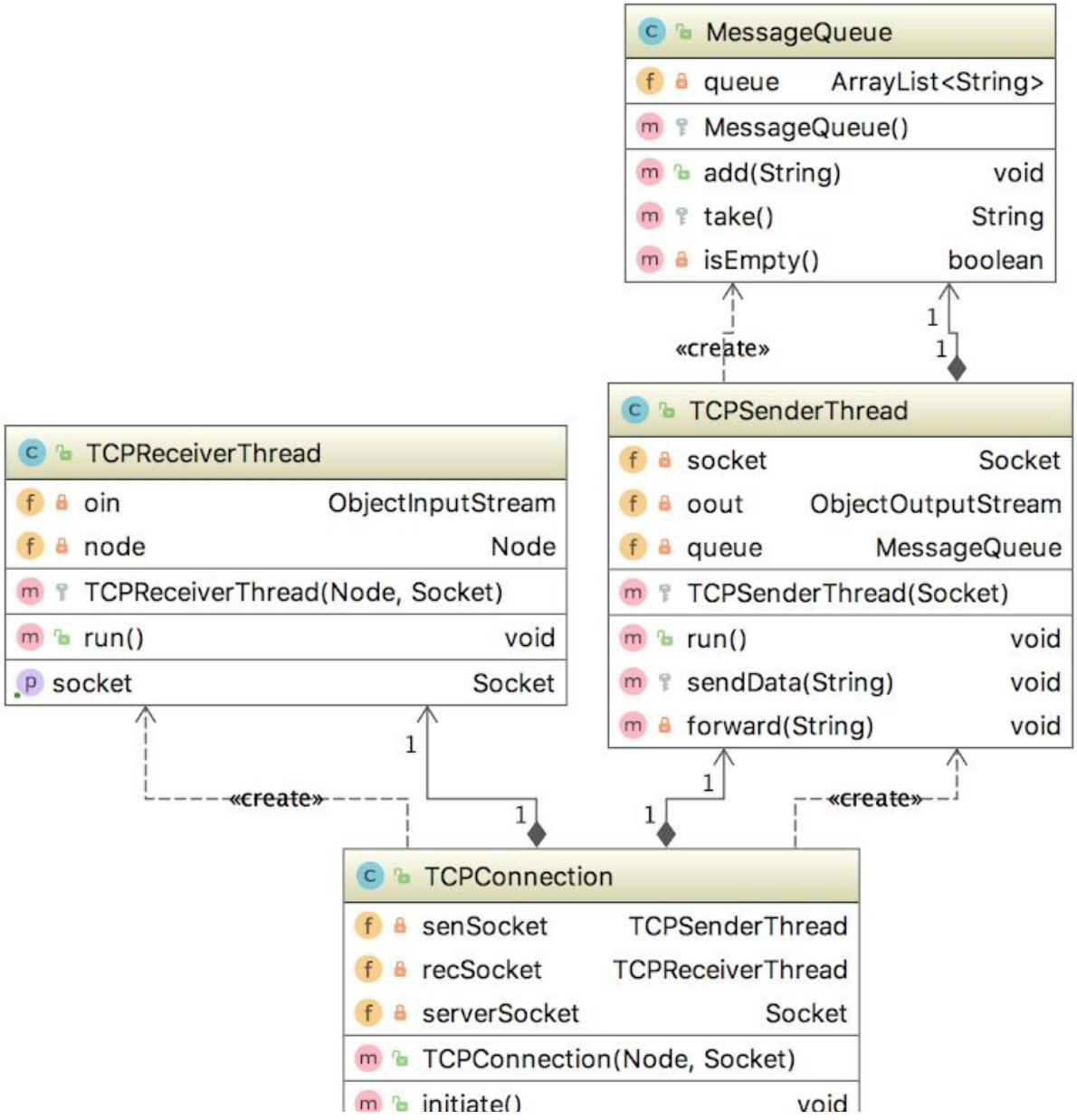
Client class model:



Game class model:

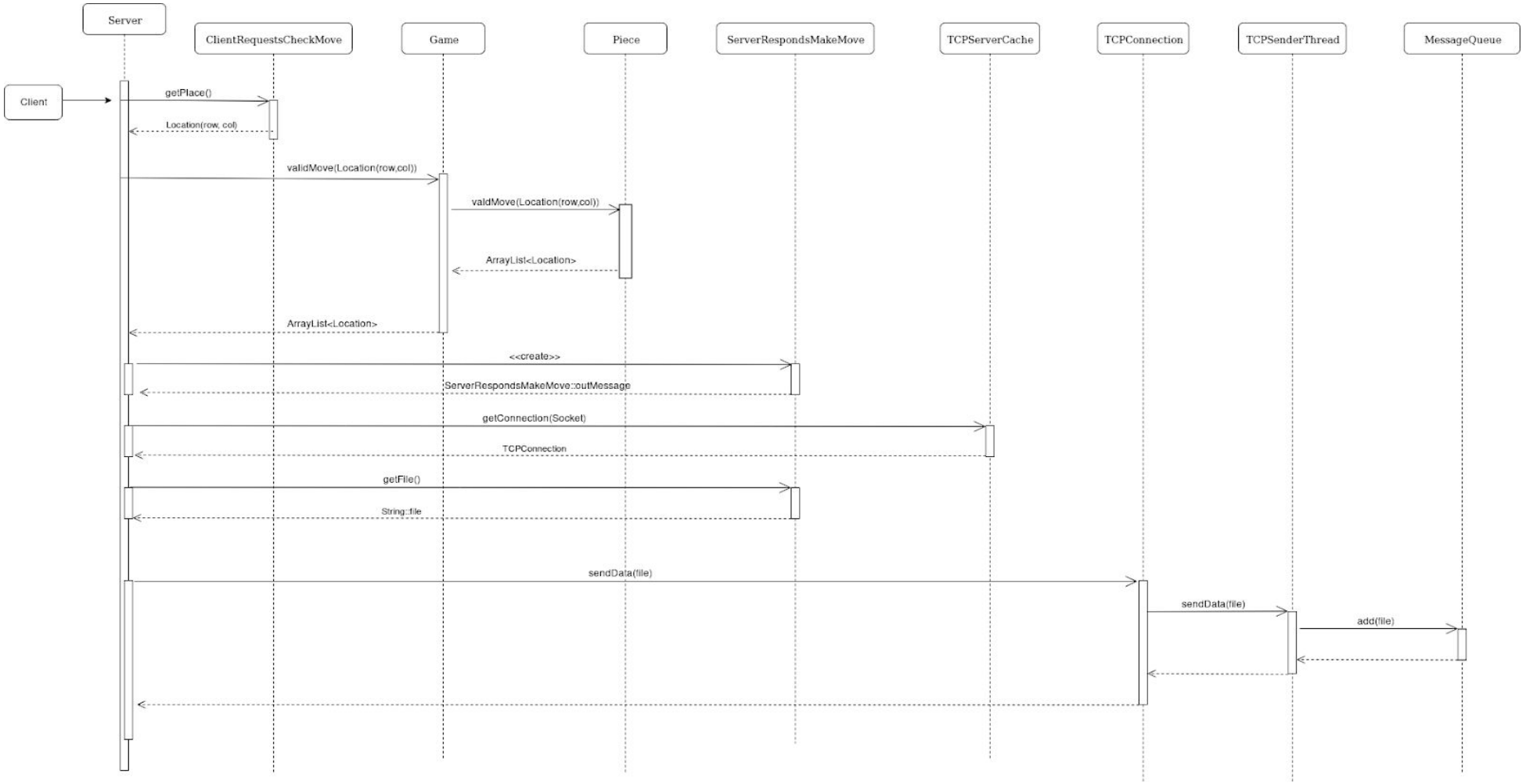


Server class model:

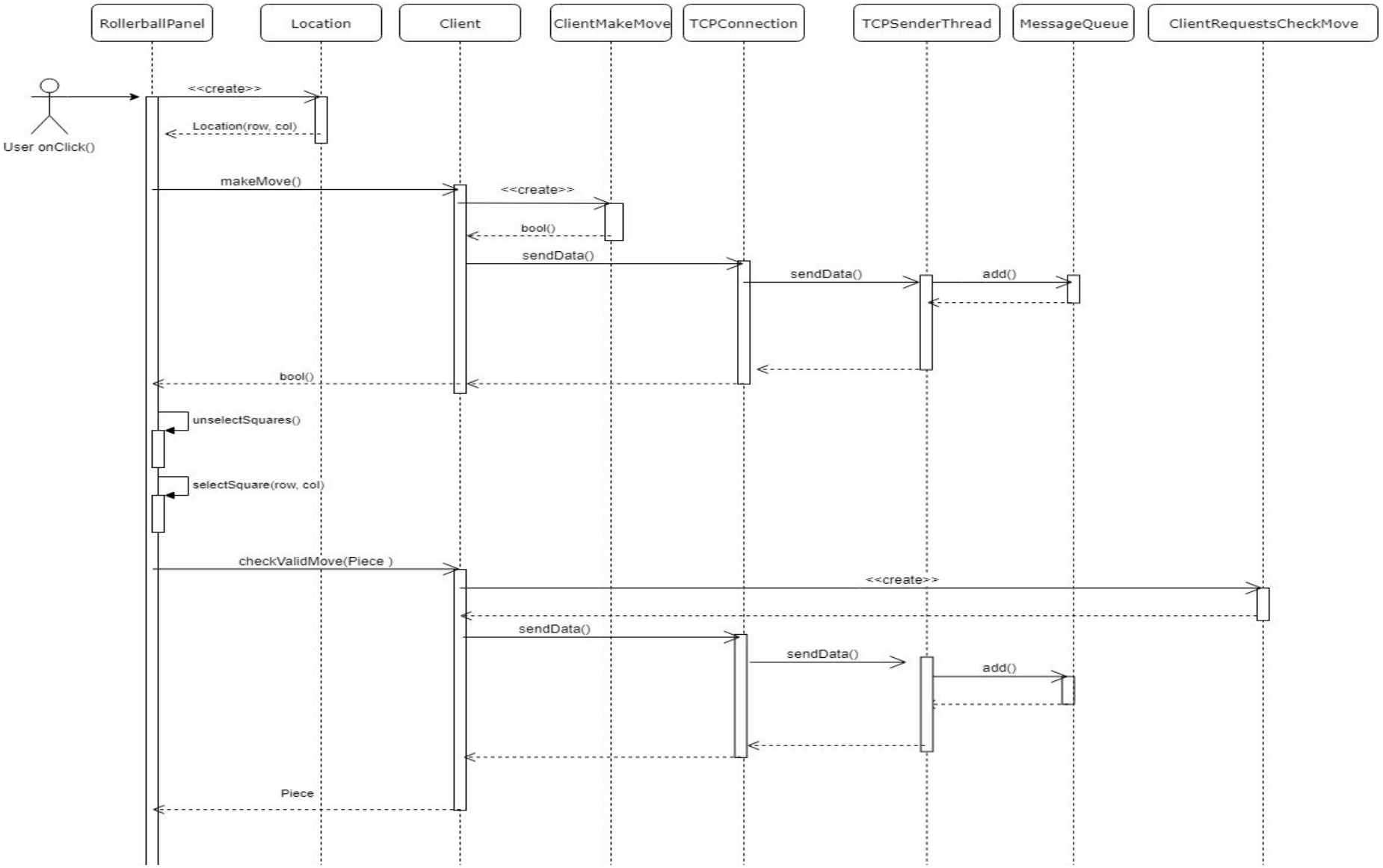


checkValidMoves Sequence Diagram

From the Server

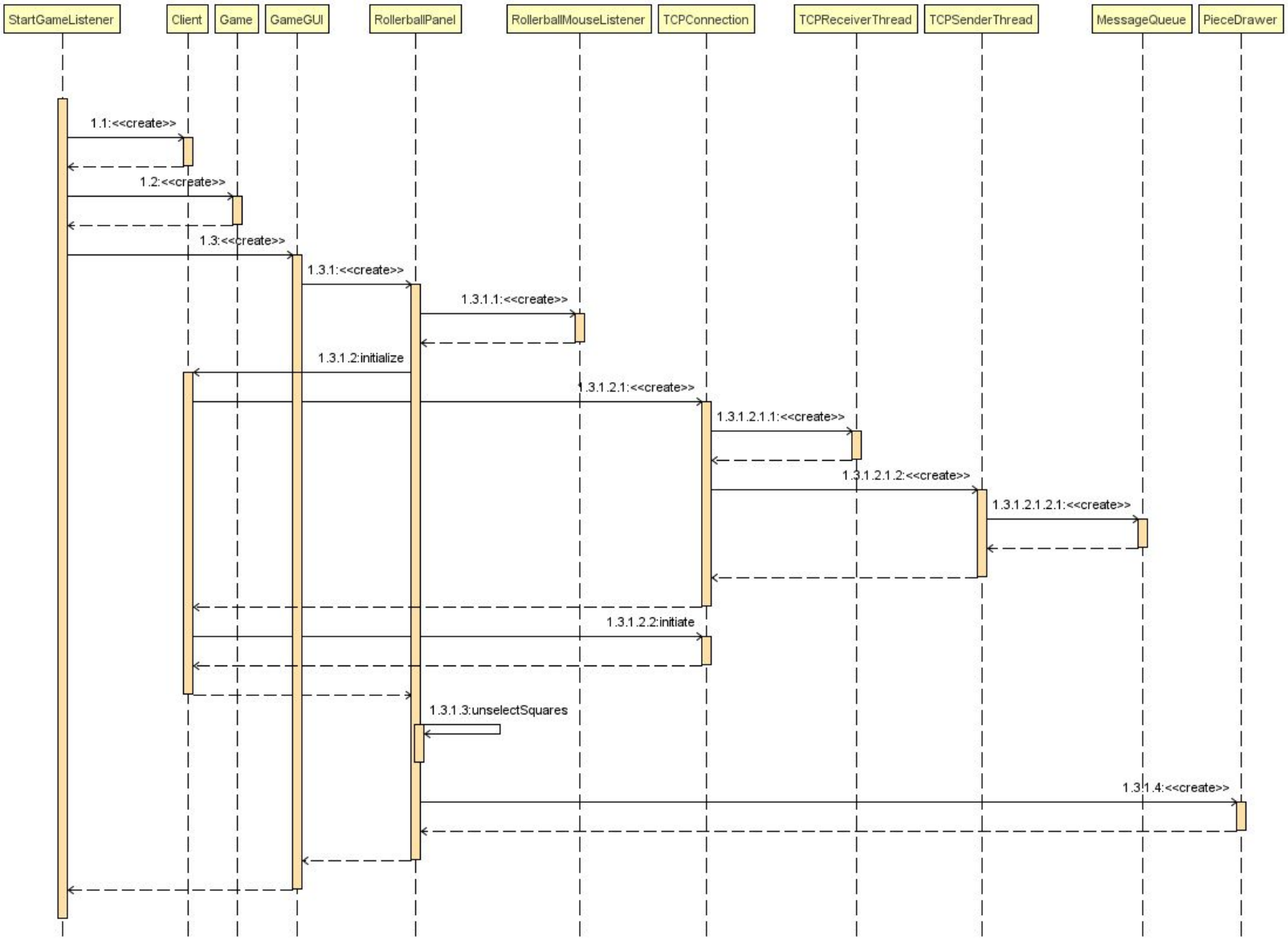

Server
ClientRequestsCheckMove
Game
Piece
ServerRespondsMakeMove
TCPServerCache
TCPConnection
TCPSenderThread
MessageQueue
Client
getPlace()
Location(row, col)
validMove(Location(row,col))
validMove(Location(row,col))
ArrayList<Location>
ArrayList<Location>
<<create>>
ServerRespondsMakeMove::outMessage
getConnection(Socket)
TCPConnection
getFile()
String::file
sendData(file)
sendData(file)
add(file)

onClick Sequence Diagram



newGame Sequence Diagram

From StartGameListener


StartGameListener
Client
Game
GameGUI
RollerballPanel
RollerballMouseListener
TCPConnection
TCPReceiverThread
TCPSenderThread
MessageQueue
PieceDrawer
1.1:<<create>>
1.2:<<create>>
1.3:<<create>>
1.3.1:<<create>>
1.3.1.1:<<create>>
1.3.1.2:initialize
1.3.1.2.1:<<create>>
1.3.1.2.1.1:<<create>>
1.3.1.2.1.2:<<create>>
1.3.1.2.1.2.1:<<create>>
1.3.1.2.2:initiate
1.3.1.3:unselectSquares
1.3.1.4:<<create>>