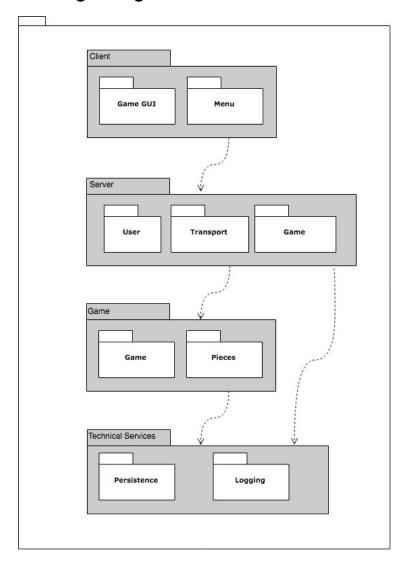
Design Document

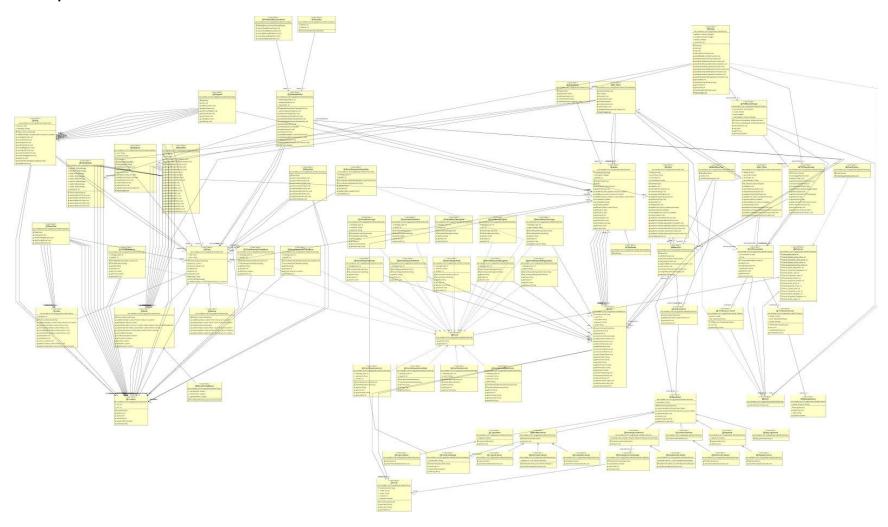
Table of Contents

Package diagram:	3
Complete class model:	4
Client class model:	5
Game class model:	6
Server class model:	7
Database class model:	8
Transport class model:	9
Wireformat class model:	10
Creating Client Sequence Diagram From the Server	11
creatingRollerballPanel Sequence Diagram	12
newGame Sequence Diagram	13

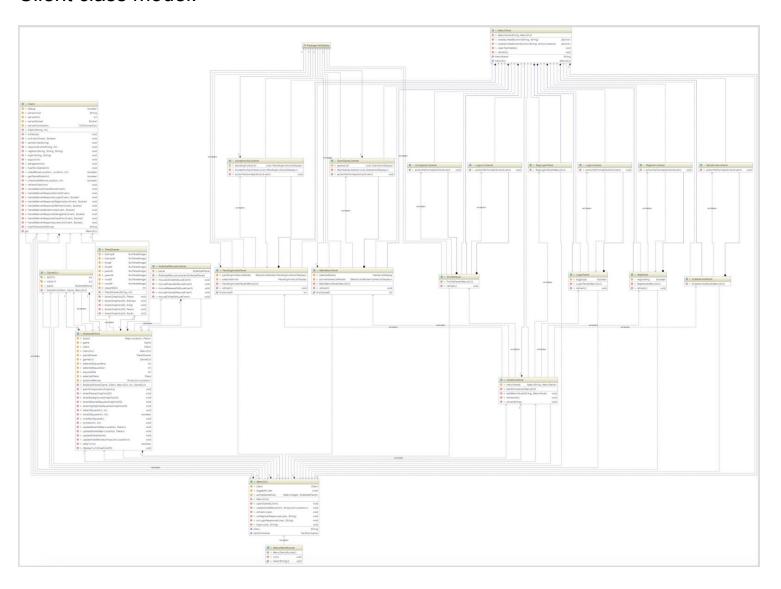
Package diagram:



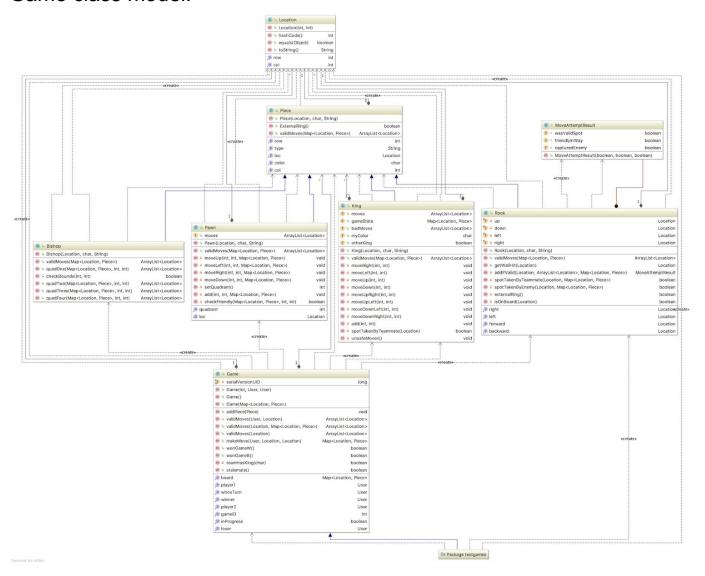
Complete class model:



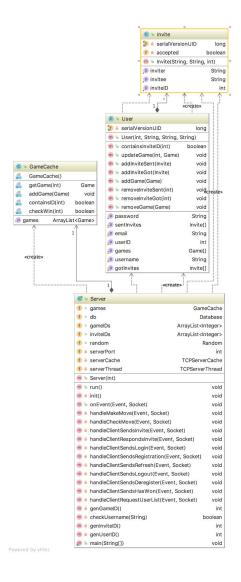
Client class model:



Game class model:



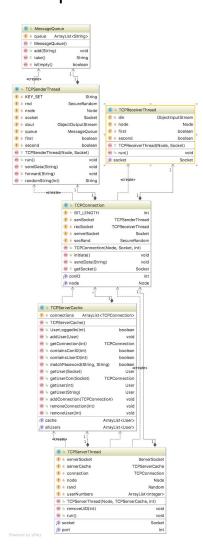
Server class model:



Database class model:

ш					I
	C b	Database			l
	f o	user		String	l
	f °	password		String	l
	m a	fromString(String)		Object	l
	m a	toString(Object)		String	l
	m %	insertGame(int, Gan	ne)	void	l
	m %	getGame(int)		Game	l
	m %	getUser(int)		User	ŀ
	m 6	insertUser(int, User)	void	l
	m %	removeUser(int)		void	l
	m 🔓	getInvite(int)		Invite	l
	m %	insertInvite(int, Strir	ng, String)	void	l
	m b	main(String[])		void	
	allGame ArrayList<		<game></game>		
2	P allUser ArrayList <user></user>		<user></user>		
Piro	Prowered by yFiles				

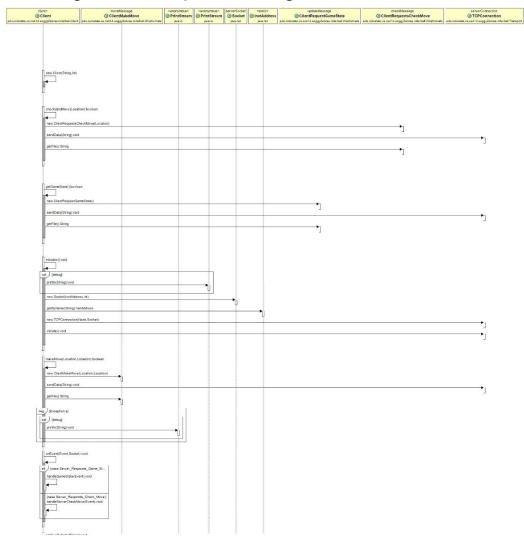
Transport class model:



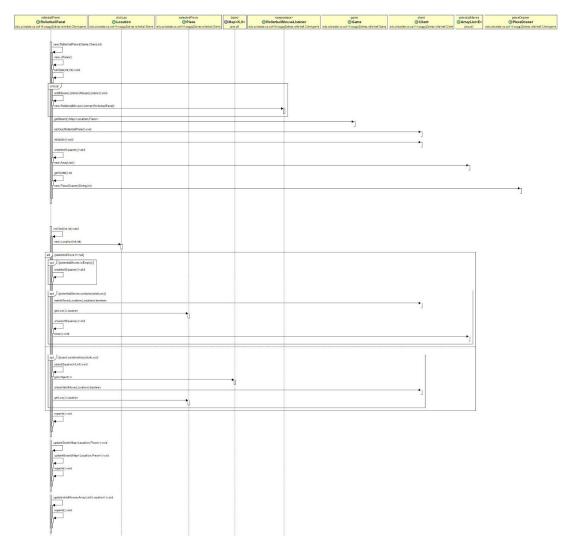
Wireformat class model:



Creating Client Sequence Diagram From the Server



creatingRollerballPanel Sequence Diagram



newGame Sequence Diagram

From StartGameListener

