**Server (Telnet)**

**Setup**

void SetupServer()

void CreateAndOpenConnection()

**ConnectionManager**

void FindConnections()

void ConnectToConnection(Connection connection)

void AcceptIncomingConnection(Connection connection)

**InformationManager**

void SendInformationToClient(Client client)

void GetInformationFromClient(Client client);

**Framework (Communicatie)**

**ServerHandling**

Output GetSeverOuput()

Char[][] TranslateOutputToPositionArray(Output serverOutput)

void SendPositionArrayToServer(Client client)

**GameHandling**

void UpdateGame(char[][] positions)

Char[][] GetPositionArray()

void SetPositionArray(char[][] board)

**Game (TicTacToe & Reversi)**

**Modal(Data manipulation)**

void UpdatePositionArray(int position, char value)

**View(Data presentation)**

Void CreateView();

**Controller(event handling)**

Void PositionChosen()

Void OpponentMoved()