

## **RMIClient**

- asks: MainControllerInterface

- controller: GameControllerInterface

gameId: intnickname: Stringregustry: Registry

- dynamic: GameDynamic

- lis : Listener- ping: PingSender

- initialize(): void

- withRegistry(Registry): void

+ createGame(String, int): void

+ joinGame(String, int): void

+ joinRandomly(String): void

+ setAsReady(): void

+ placeStarterCard(Orientation): void

+ chooseCard(int): void

+ placeCard(int, int, Orientation): void

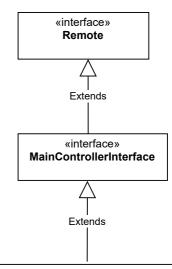
+ drawCard(int): void

+ sendMessage(Strng, Message): void

+ showOthersPersonalBoard(int): void

+ ping(): void

+ leave(String, int): void



## **RMIServer**

- primary\_controller: MainControllerInterface

+ initialize(): void

- logError(Exception): void

+ registerGame(GameControllerInterface): GameControllerInterface

+ createGame(Listener, String, int): GameControllerInterface

+ joinGame(Listener, String, int): GameControllerInterface

+ joinRandomly(Listener, String): GameControllerInterface

+ setAsReady(Listener, String, Orientation): void

+ placeStarterCard(Listener, String, Orientatation, int): void

+ chooseCard(Listener, String, int, int): void

+ placeCard(Listener, String, int, int, Orientation, int): void

+ drawCard(Listener, String, int, int): void

+ sendMessage(Listener, String, Message, int): void

+ showOthersPersonalBoard(Listener, String, int, int): void

+ addPing(Listener, String, int): void

+ leaveGame(Listener, String, int)): void

+ getGameController(int): GameControllerInterface