network_server ServerMain -portrmi: int -portsocket : int -lobby : Lobby ~ServerMain() +main(String[]) -startServerRMI() -startServerSocket() ServerImplementationSocket **ServerImplementationRMI** -socket : Socket -clients: List<ClientIntRMI> -lobby : Lobby -usernames : List<String> -playerConnected : String -lobby : Lobby ~ServerImplementationSocket(Socket, Lobby) ~ServerImplementationRMI(Lobby) +run() +login(ClientIntRMI): boolean -login() +confirmConnections() +getConnected(): List<ClientIntRMI> -reconnection() +playersInLobby(): int +hasStarted(): boolean +setDelay(int) WaitForDelay +removeClientAndUsername(ClientIntRMI, String) ~WaitForDelay() +equals(Object) : boolean +run() +hashCode(): int <<Interface>> ServerIntRMI +login(ClientIntRMI): boolean +confirmConnections() +getConnected(): List<ClientIntRMI> +playersInLobby(): int +hasStarted(): boolean +setDelay(int)