network_client

ClientIntRMI

+notify(String)

+getName() : String +confirmConnection()

+getInput() : String

+startInterface()

ClientImplementationRMI

-name: String

-handler : IOHandlerClient

~ClientImplementationRMI(String, Interface)

+notify(String)
+getName() : String

+confirmConnection()
+getInput(): String

+startInterface()

ClientImplementationSocket

-socket : Socket

-gameStarted : boolean

~ClientImplementationSocket(Socket)

~login(): String

~loginGUI(String) : String ~isGameStarted() : boolean

ClientMain

-serverRMI : ServerIntRMI

-ip : String -port : int

-MAX_PLAYERS : int -gameStarted : boolean

-ClientMain(String)

+instance(String[]) : ClientMain

+main(String[])

-setUpConnection()

+startGUIRMI(String): String

+startGUISocket(String, GUIController): String

+getPlayers(): int -askIP(): String

+setGUIlobbyDelay(int)

+waitForGameStart(): int

-startClientRMI()

-startClientSocket()

InputDelay

~out : PrintWriter

~isRmi : boolean

~finished : boolean

~result : int

~InputDelay(PrintWriter, boolean)

+run()

~getResult(): int

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