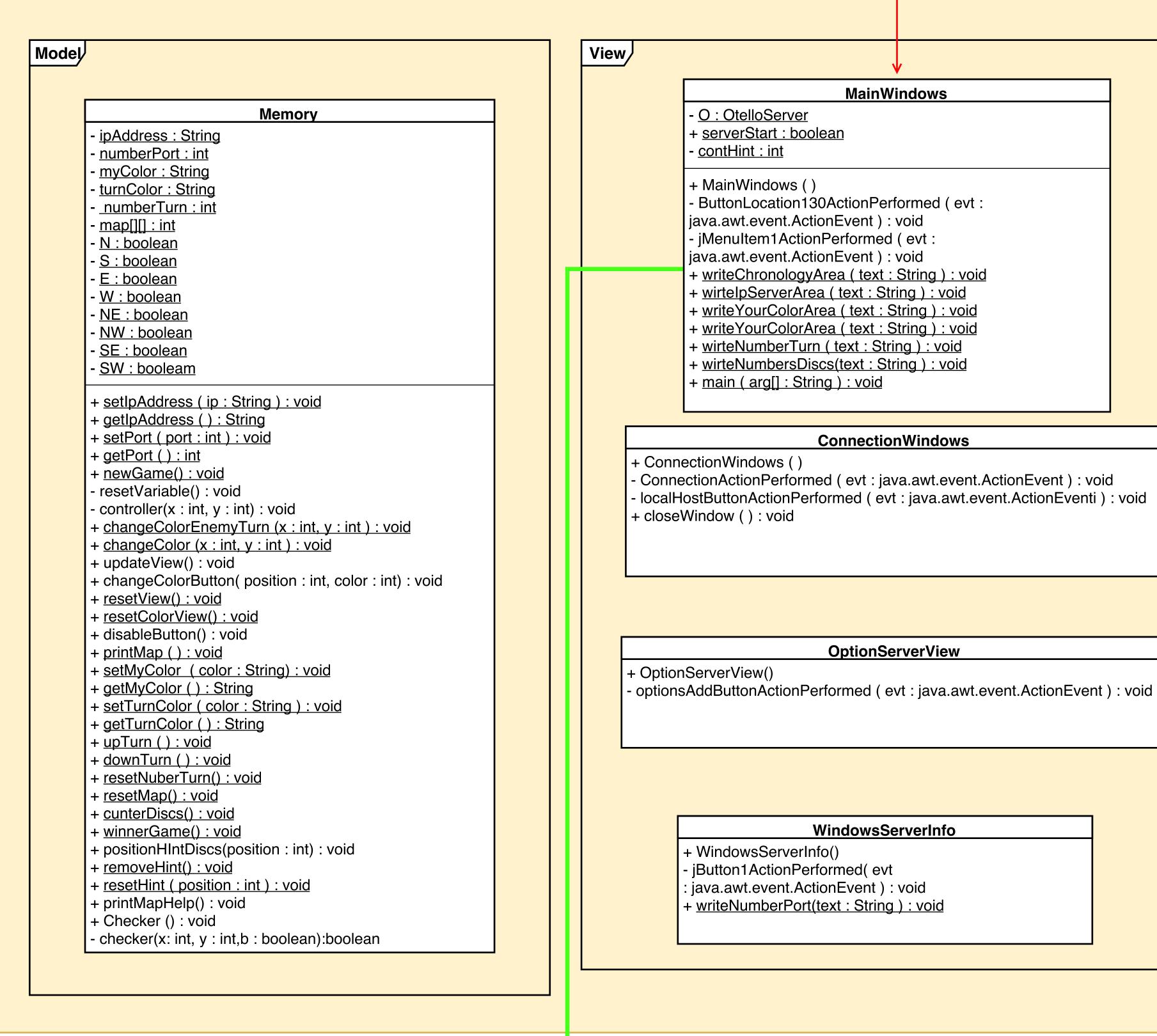
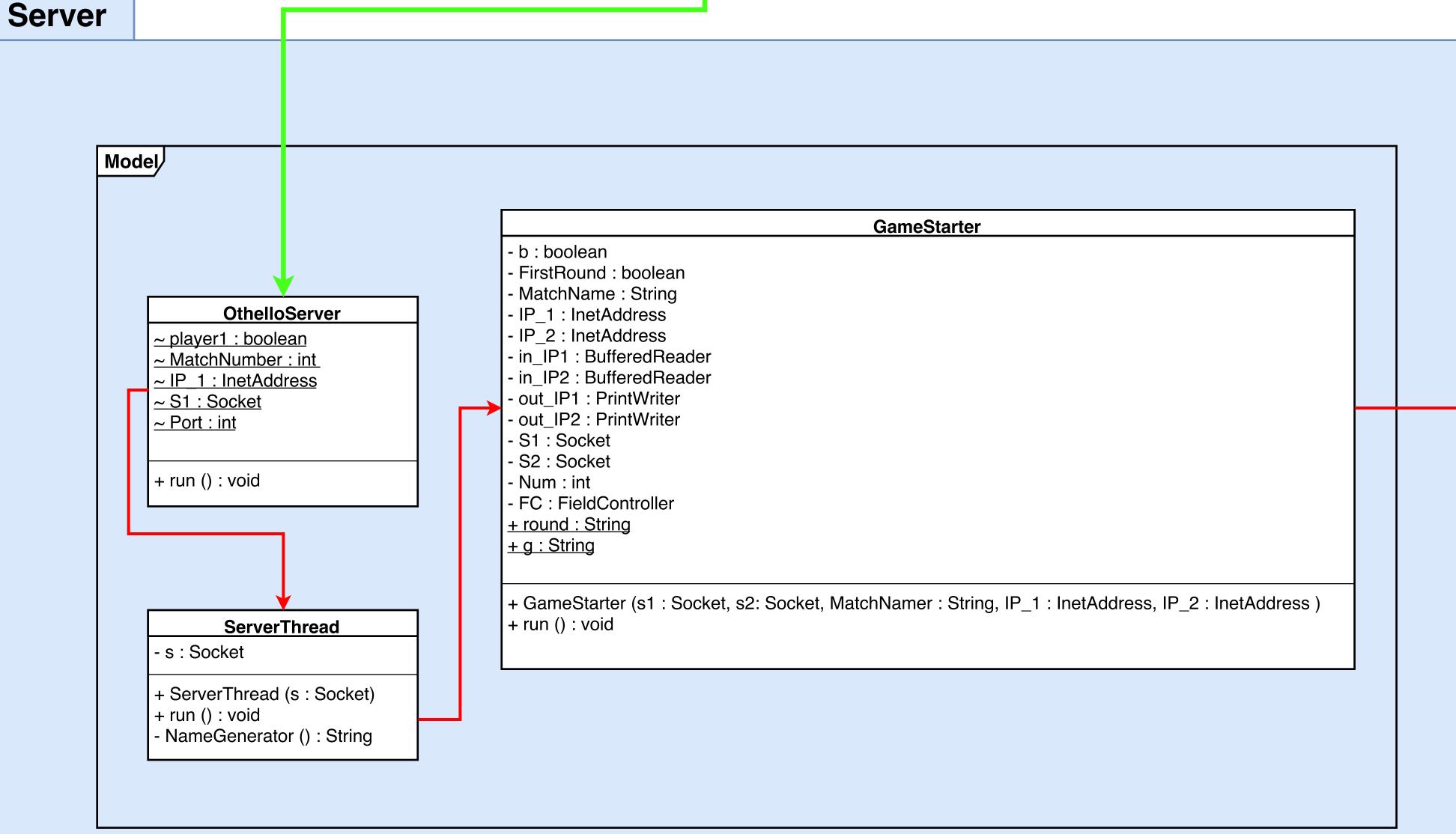
Client



Controller connection - c : ControllerClass - ip : String - port : int + connection (ip : String, port : int) + run () : void **ControllerClass** + data : Memory + socket : Socket + send : PrintWriter + read : BufferedReader + gameStatus : boolean + endGame : int + connectionServer (ip: String, port: int): void + startGame (): void ??throws IOException - textOfFirstMessage (text : String) : String - turnOf (text: String): String + sendPosition (x:int, y:int):void



FieldController

- Pawn : enum
- field : Pawn [] []

+ FieldController ()
+ Place (x : int, y : int, b : boolean) : String
- Controller (x : int, y : int) : void
- resetVariables () : void
- cont () : String
+ printGrid () : void
- checker (x : int, y : int, b : boolean) : boolean