Santorini Client UML

InitialPageController
- gameModes :ObservableList<String>
- alert :MessageBox
- controller :MainController
- state :Boolean
- resources :ResourceBundle
- location :URL
- message :Label
- ip :TextField
- port :TextField
- username :TextField
- connect :Button
- sendMode :Button
- sendUsername :Button
- modes :ChoiceBox
- setConnection ()
- sendMode ()
- sendUsername ()
- initialize ()
- changeScene ()
- setController (controller :MainController)

BoardController
- chooseChoice ()
- resetAction ()
- setController (controller :MainController)
- chooseAction ()
- reSet ()
- load ()
- setPlayerInfo ()
- setBoard ()
- reSetLight ()
- setAction ()
- initialize ()

ChooseGodController
- choose ()
- reSet ()
- setController (controller :MainController)
- initialize ()

MainController
- set (appGUI :AppGui, parser :Parser)
- sendUsername (name :String) :boolean
- sendMode (mode :String)
- setConnection (ip :String, port :int) :boolean
- set (set :String)
- getBoard () :Cell[][]
- getCommand () :ArrayList<Command>
- getUserInfo () :ArrayList<Player>
- getCurrentPlayer () :String
- getPlayer () :String
- Update (message :String)

Connection
- socket :Scoket
- receiver :Scanner
- sender :PrintWriter
- active :boolean
- ip :String
- port :int
- send (message :String)
- close ()
- run ()
- update (message :String)
- getStatus () :boolean

<<interface>>
Observer
- update ()

Observable
- observers :List<Observer<T>>
+ addObserver (observer :Observer<T>)
+ notify (message :T)

Parser
- commandList :ArrayList<Command>
+ Parser ()
+ duplicateCommandList () :ArrayList<Command>
+ setCommandList (commandList :ArrayList<Command>)
+ getFilters () :ArrayList<String>
+ getCommandList () :ArrayList<Command>
+ getCommandList (Filter :String) :ArrayList<Command>
+ getDisableCommandList () :ArrayList<Command>
+ toString (command :Command) :String
+ getBoard () :Cell[][]
+ getSwap () :Swap[][]
+ getBuilds () :Build[][]
+ getPlayers () :ArrayList<Player>
+ getCurrentPlayer () :String
+ getGameMode () :String
+ getGamePhase () :String
+ getListGod () :ArrayList<God>
+ getChoosableGods () :ArrayList<God>
+ getChoosableColors () :ArrayList<Color>

AppGUI
- window :Stage
- username :String
- parser :Parser
- controller :MainController
- scene :Scene
+ main (args :String[])
+ run ()
+ start (primaryStage :Stage)
+ changeScene ()
+ update (message :ArrayList<Command>)

APPCli
- connection :Connection
- parser :Parser
- statusRequest :Boolean
- scanner :Scanner
- printer :ViewPrinter
- username :String
- setUp ()
+ run ()
+ update ()
+ APpCli (scanner :Scanner)

ViewPrinter
- username :Connection
- parser :Parser
- needUpdate :boolean
- status :boolean
+ setUsername (username :String)
+ printGameInfo ()
+ update (message :ArrayList<Command>)
+ ViewPrinter (parser :Parser)
+ setStatus (status :boolean)
+ printBoard (p) :Print :List<ArrayList<String>>)
+ printPlayerInfo ()
+ printBoardInfo ()
+ printActionInfo ()
+ getActionString (index :int)
+ useAction (index :int)
+ printGeneralInfo ()
+ printView ()

App
+ main ()

<<interface>>
RawObj
getRawData ()

Player
- username :String
- status :String
- god :String
- color :String
+ Player (username :String, status :String, color :String, god :String)

Block
- block :String
- owner :String
- color :String
+ Block (block :String, owner :String, color :
String)

Cell
- blocks :
ArrayList<Block>
+ getBlocks ()

Color
- color :String
+ Color (color :String)
+ Color (color :String, toSend :String)

God
- god :String
+ God (god :String)
+ God (god :String, toSend
:String)

Swap
+ x1 :int[]
+ x2 :int[]
+ y1 :int[]
+ y2 :int[]
+ status :boolean
+ Swap (x1 :int[], x2 :int[], y1 :int[], y2 :int[], status :boolean)

Build
- block :String
- position :int[]
+ status :boolean
+ Build (block :String, status :boolean, position :int[])

Action
- toSend :String
+ setToSend (toSend :String)
+ getToSend ()