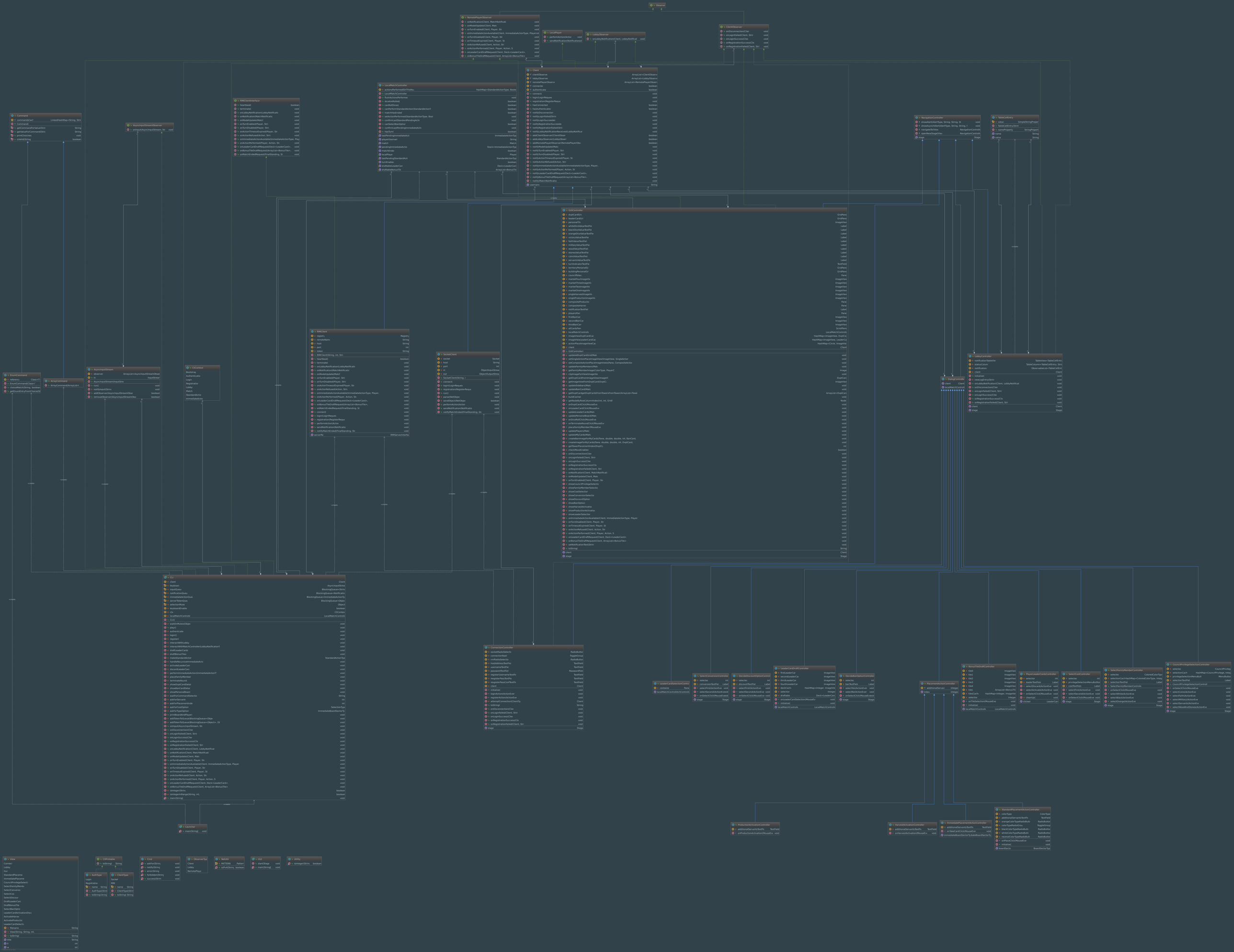
Observe
RemotePlayerObserver
onNotificationsClient, MatchNotificati void
onModelUpdatesClient, Mode void
onTurnEnabledClient, Player, Str void
onImmediateActionAvailableClient, ImmediateActionType, Playerval void
onTurnDisabledClient, Player, Str void
onTimeoutExpiredClient, Player, St void
onActionRefusedClient, Action, Str void
onActionPerformedClient, Player, Action, S void
onLeaderCardDraftRequestClient, Deck<LeaderCard>, void
onBonusTileDraftRequestClient, ArrayList<BonusTile> void
LocalPlayer
performActionIsActior void
sendNotificationNotificationd void
LobbyObserver
onLobbyNotificationClient, LobbyNotificat void
ClientObserver
onDisconnectionClier void
onLoginFailedClient, Strir void
onLoginSuccessClie void
onRegistrationSuccessClie void
onRegistrationFailedClient, Stri void
Client
clientObserve ArrayList<ClientObserv
lobbyObserver ArrayList<LobbyObserv
remotePlayerObserv ArrayList<RemotePlayerObser
connectin boolean
authenticate boolean
connectl void
loginLoginReques void
registrationRegisterReque void
hasConnected boolean
hasAuthenticatec boolean
notifyDisconnection void
notifyLoginFailedStrin void
notifyLoginSuccessfe void
notifyRegistrationSuccede void
notifyRegistrationFailedStrin void
notifyLobbyNotificationReceivedLobbyNotificat void
addClientObserverClientObser boolean
addLobbyObserverLobbyObser boolean
addRemotePlayerObserverRemotePlayerObs boolean
notifyModelUpdatesMatc void
notifyTurnEnabledPlayer, Stri void
notifyTurnDisabledPlayer, Stri void
notifyActionTimeoutExpiredPlayer, St void
notifyActionRefusedAction, Stri void
notifyImmediateActionAvailableImmediateActionType, Player, void
notifyActionPerformedPlayer, Action, St void
notifyLeaderCardDraftRequestDeck<LeaderCard>, void
notifyBonusTileDraftRequestArrayList<BonusTile>, void
notifyMatchNotificatio void
username String
LocalMatchController
actionsPerformedOnThisRou HashMap<StandardActionType, Boole
LocalMatchController
flushActionsPerformer void
diceAreRolled() boolean
canRollDices() boolean
canPerformStandardAction(StandardAction1 boolean
matchHasEnded boolean
setActionPerformed(StandardActionType, Bool void
canRemoveLastStandardPendingActi void
canSelectLeaderOptior void
canRemoveLastPendingImmediateActio void
hasTurn() boolean
lastPendingImmediateActi ImmediateActionTyp
playerUsernam String
match Match
sendingImmediateActio Stack<ImmediateActionTyp
matchEnde boolean
localPlayer Player
lastPendingStandardActi StandardActionTyp
turnEnablec boolean
draftableLeaderCan Deck<LeaderCard>
draftableBonusTile ArrayList<BonusTile
RMCliInterface
heartBeat() boolean
terminate() void
onLobbyNotificationLobbyNotificatio void
onNotificationMatchNotificatio void
onModelUpdatesMatc void
onTurnEnabled(Player, Stri void
onTurnDisabled(Player, Stri void
onActionTimeoutExpired(Player, Str void
onActionRefused(Action, Strin void
onImmediateActionAvailable(ImmediateActionType, Player, void
onActionPerformed(Player, Action, Str void
onLeaderCardDraftRequest(Deck<LeaderCard>, void
onBonusTileDraftRequest(ArrayList<BonusTile>, void
onMatchEndedRequest(FinalStanding, St void
connectl void
loginLoginReques void
registrationRegisterReque void
performActionActior void
sendNotificationNotificatio void
notifyMatchEndedFinalStanding, Str void
serverIfe RMCliInterface
Command
commandCat LinkedHashMap<String, Strin
CommandE
getCommandFromValueStrin String
getValueFromCommandStrin String
printChoiches void
isValidString boolean
AsyncInputStreamObserver
onInputAsyncInputStream, Str void
EnumCommand
referenc Class<T
EnumCommandClass<
choiceMatchString, boolean
getEnumEntryFromChoiceStr
ArrayCommand
ArrayCommand(ArrayList<
AsyncInputStream
observer ArrayList<AsyncInputStreamObser
in InputStrear
AsyncInputStreamInputStre
run() void
notifyInputStrins void
addObserver(AsyncInputStreamObse boolean
removeObserver(AsyncInputStreamObs boolean
CliContext
Bootstrap
Authenticatio
Login
Registratio
Lobby
Match
StandardActio
ImmediateActio
RMClient
registry Registry
remoteName String
host String
port int
token String
RMClient(String, int, Stri
heartBeat() boolean
terminate() void
onLobbyNotificationLobbyNotificatio void
onNotificationMatchNotificatio void
onModelUpdatesMatc void
onTurnEnabled(Player, Stri void
onTurnDisabled(Player, Stri void
onActionTimeoutExpired(Player, Str void
onActionRefused(Action, Strin void
onImmediateActionAvailable(ImmediateActionType, Player, void
onActionPerformed(Player, Action, Str void
onLeaderCardDraftRequest(Deck<LeaderCard>, void
onBonusTileDraftRequest(ArrayList<BonusTile>, void
onMatchEndedRequest(FinalStanding, St void
connectl void
loginLoginReques void
registrationRegisterReque void
performActionActior void
sendNotificationNotificatio void
notifyMatchEndedFinalStanding, Str void
serverIfe RMCliInterface
SocketClient
socket Socket
host String
port int
in ObjectInputStrea
out ObjectOutputStrea
SocketClient(String, i
connectl void
loginLoginReques void
registrationRegisterReque void
run() void
parseNetObjec void
sendObjectNetObjec boolean
performActionActior void
sendNotificationNotificatio void
notifyMatchEndedFinalStanding, Str void
CLI
client Client
keyboard AsyncInputStrea
inputQueu BlockingQueue<String
notificationQueu BlockingQueue<Notificatio
immediateActionQue BlockingQueue<ImmediateActionTy
serverToKenQueu BlockingQueue<Objec
selectionPlace Object
keyboardEnable boolean
ctx CliContex
localMatchControlls LocalMatchControlls
CLI()
waitOnMutex(Objec void
play() void
authenticate void
login() void
registerI void
interactWithLobby void
interactWithMatchController(LobbyNotification void
drafts(LeaderCards void
drafts(BonusTiles void
makeStandardActior void
handleRecursiveImmediateActio void
activateLeaderCard void
discardLeaderCard void
performImmediateAction(ImmediateActionT void
placeFamilyMember void
terminateRound void
showDuplicatedDetai void
showBarCardDetai void
showPersonalBoard void
waitForCommandSelectio String
askForServants int
askForPlacementInde int
askForCostOption SelectionType
askForTypeOption ImmediateBoardSectorTy
printBoardAndPlayer void
addToKeepToQueue(BlockingQueue<Obje void
addToKeepToQueue(BlockingQueue<Object>, Ob void
getInputAsyncInputStream, Str void
onDisconnectionClier void
onLoginFailedClient, Strir void
onLoginSuccessClie void
onRegistrationSuccessClie void
onRegistrationFailedClient, Stri void
onLobbyNotificationClient, LobbyNotificat void
onNotificationClient, MatchNotificati void
onModelUpdatesClient, Mode void
onTurnEnabledClient, Player, Str void
onImmediateActionAvailableClient, ImmediateActionType, Player void
onTurnDisabledClient, Player, Str void
onTimeoutExpiredClient, Player, St void
onActionRefusedClient, Action, Str void
onActionPerformedClient, Player, Action, S void
onLeaderCardDraftRequestClient, Deck<LeaderCard> void
onBonusTileDraftRequestClient, ArrayList<BonusTile> void
isInteger(String boolean
isIntegerInRange(String, int, boolean
main(String void
Launcher
main(String void
View
Connec
Lobby
Gui
StandardPlaceme
ImmediatePlaceme
CouncilPrivilegeSelecti
SelectFamilyMemb
SelectConversi
SelectCos
SelectDiscour
DraftLeaderCars
DraftBonusTile
SelectBlanOptio
LeaderCardsCreationDisc
ActivateHarve
ActivateProductio
LeaderCardsSelectii
filename String
View(String, String, int,
toString() String
title String
h int
w int
CliPrintable
toString() String
AuthType
Login
Registratio
name String
AuthType(Strin
toString(String)
ClientType
Socket
RMI
name String
ClientType(Strin
toString() String
Cmd
askForStrinq void
notifyStringq void
errorString void
forbiddenStringq void
successStrin void
ObserverTyp
Client
Lobby
RemotePlaye
NetUtil
PATTERN Patter
isPv4(String, boolean
GLO
startStage void
main(String void
Utility
isInteger(Strin boolean
ConnectionsController
socketRadioSelectIn RadioButtor
connectionRadi ToggleGroup
rmiRadioSelectio RadioButtor
hostAddressTextFie TextField
usernameTextFie TextField
passwordTextFie PasswordFiel
registerUsernameTextFi TextField
registerPassTextFie TextField
registerPassConfiaTeXFi TextField
client Client
initialize() void
loginActionActionEver void
registerActionActionEve void
attemptConnection(ClientTy Client
toString() String
onDisconnectionClier void
onLoginFailed(Client, Strir void
onLoginSuccessClien void
onRegistrationSuccessClie void
onRegistrationFailed(Client, Stri void
stage Stage
GUIController
dugtCardGri GridPane
leaderCardGri GridPane
personalTile ImageView
whiteDiceValueTextFie Label
blackDiceValueTextFie Label
orangeDiceValueTextFie Label
victoryValueTextFie Label
faithvalueTextFie Label
militaryValueTextFie Label
woodvalueTextFieh Label
stonevalueTextFie Label
coinsValueTextFiel Label
servantsValueTextFie Label
turnindicatorTextFie TextField
territoryPersonalGr GridPane
buildingPersonalGr GridPane
councilPalac Pane
marketFourImageVie ImageView
marketThreeImageVie ImageView
marketTwoImageVie ImageView
marketOneImageVie ImageView
singleHarvestImageVie ImageView
singleProductionImageVie ImageView
compositeProductio Pane
compositeHarve Pane
notificationTextFiel Label
playerinPan Pane
firstBanCar ImageView
secondBanCar ImageView
thirdBanCar ImageView
allCardsPan ScrollPane
localMatchControlls LocalMatchControlls
imageViewDugtCardCac HashMap<ImageView, DugtCa
imageViewLeaderCardCac HashMap<ImageView, LeaderCa
actionPlaceImageViewCac HashMap<Circle, ImageVie
client Client
GUIController
updateAllDugtCardGridMath void
setSingleActionPlaceImageView(ImageView, SingleActior void
setCompositeActionPlaceImageViewsPane, CompositeActior void
updateFamilyMembersMate void
getFamilyMemberImageColorType, PlayerC Image
clipImageforViewImageVie void
getDugtCardFromImageViewImageVi DugtCarc
getImageViewFromDugtCardDugtC ImageView
updateSidebarsMate void
updateBarCardsMate void
getDugtCardsgetDugtCardsFromTowersFromTowersArrayList<Towe ArrayList<DugtCar
buildCache() void
getNodeByRowColumnIndex(int, int, GridP Node
onDugtCardClick(MouseEve void
onLeaderCardClick(MouseEve void
updateLeaderCardsMati void
updatePersonalBoardMate void
onDoubleClick(MouseEve void
onTerminateRoundClick(MouseEv void
placeFamilyMember(MouseEve void
updatePlayersMate void
updateMyCardsMate void
createBarImageForMyCardsPane, double, double, int, BarCard void
createImageForMyCardsPane, double, double, int, DugtCard void
getTowerPlacementIndex(DugtCa int
checkMoveEnablec boolean
onDisconnectionClier void
onLoginFailedClient, Strir void
onLoginSuccessClien void
onRegistrationSuccessClie void
onRegistrationFailedClient, Stri void
onNotificationClient, MatchNotificati void
onModelUpdatesClient, Mode void
onTurnEnabled(Client, Player, Str void
showCouncilPrivilegeSelectio void
showFamilyMemberSelectio void
showCostSelector void
showConversionSelectio void
showDiscountOptior void
showBanOption void
showHarvestActivatio void
showProductionActivatio void
showLeaderSelectior void
onImmediateActionAvailable(Client, ImmediateActionType, Player void
onTurnDisabled(Client, Player, Str void
onTimeoutExpired(Client, Player, St void
onActionRefused(Client, Action, Str void
onActionPerformed(Client, Player, Action, S void
onLeaderCardDraftRequest(Client, Deck<LeaderCard> void
onBonusTileDraftRequest(Client, ArrayList<BonusTile void
setNotificationText(Strin void
toString() String
client Client
stage Stage
LobbyController
notificationTableVie TableView<TableCellEntry
statusColum TableColumn<TableCellEntry, Strin
notificatior ObservableList<TableCellEnt
client Client
initializel void
newLoginEntry(Strin void
onLobbyNotification(Client, LobbyNotificat void
onDisconnectionClier void
onLoginFailed(Client, Strir void
onLoginSuccessClie void
onRegistrationSuccessClie void
onRegistrationFailed(Client, Stri void
client Client
stage Stage
DialogController
client Client
localMatchControll
NavigationController
showAlertAlert(Type, String, String, St void
showAlertAlert(Type, String, String, T void
navigateToView NavigationControlls
openNewStage(View NavigationControlls
stage Stage
TableCellEntry
value SimpleStringProper
TableCellEntry(Strin
nameProperty StringProperi
name String
value String
LeaderCardSelectionControl
containe Panel
localMatchControllsLocalMatchControlls
SelectConversionController
selectec int
conversionTextFie Label
selectFirstActionEve void
selectSecondActionEvent void
onSelectClickMouseEvent void
stage Stage
DecideDiscountOptionControl
selectec int
discountTextFiel Label
selectFirstActionEve void
selectSecondActionEve void
onSelectClickMouseEve void
stage Stage
LeaderCardDraftController
firstLeaderCar ImageView
secondLeaderCar ImageView
thirdLeaderCar ImageView
fourthLeaderCar ImageView
deckCacHe HashMap<Integer, ImageVie
selector Integer
draftable Deck<LeaderCard>
onLeaderCardSelectionMouseEv void
initialize() void
localMatchControlls LocalMatchControlls
DecideBanOptionController
selectec int
banTextFiel Label
selectNextActionEve void
selectNotActionEve void
onSelectClickMouseEvent void
stage Stage
PlacementActionController
additionalServan Integer
index Integer
BonusTileDraftController
tile0 ImageView
tile1 ImageView
tile2 ImageView
tile3 ImageView
tile4 ImageView
tiles ArrayList<BonusTi
tilesCache HashMap<Integer, ImageVie
selector Integer
onTileSelectionMouseEve void
initialize() void
localMatchControlls LocalMatchControlls
PlayerLeaderCardsController
selector int
leaderTextFiel Label
selectDiscardActionEve void
selectActivateActionEve void
onSelectClickMouseEve void
clickerUsg void
clicked LeaderCard
SelectCostController
selector int
privilegeSelectionMenuButtor
costTextFiel Label
selectFirstActionEve void
selectSecondActionEve void
onSelectClickMouseEve void
stage Stage
SelectFamilyMemberController
selectec ColoredColorTyp
selectionCach HashMap<ColoredColorType, Integ
selectionTextFiel Label
SelectFamilyMemberControls
onSelectClickMouseEve void
selectCostsActionEve void
selectPathActionEve void
selectMilitaryActionEve void
selectServantsActionEve void
selectWoodAndStonesActionEve void
stage Stage
CouncilPrivilegeSelectionController
selector CouncilPrivileg
selectionCach HashMap<CouncilPrivilege, Integ
privilegeSelectionMenuButt MenuButtor
selectionTextFiel Label
CouncilPrivilegeSelectionControl
onSelectClickMouseEve void
selectCostsActionEve void
selectPathActionEve void
selectMilitaryActionEve void
selectServantsActionEve void
selectWoodAndStonesActionEve void
stage Stage
ProductionActivationController
additionalServantsTextFie TextField
onProductionActivationMouseEve void
HarvestActivationController
additionalServantsTextFie TextField
onHarvestActivationMouseEve void
ImmediatePlacementActionController
additionalServantsTextFie TextField
onTileClickMouseEve void
immediateBoardSectorTyStateBoardSectorTy
StandardPlacementActionController
colorType ColorType
additionalServantsTextFie TextField
orangeColorTypeRadioButt RadioButtor
colorTypeRadioGroup ToggleGroup
blackColorTypeRadioButt RadioButtor
whiteColorTypeRadioButt RadioButtor
neutralColorTypeRadioButt RadioButtor
onPlaceClickMouseEve void
initialize() void
boardSecto BoardSectorTyp
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SelectFamilyMemb
SelectConversi
SelectCos
SelectDiscour
DraftLeaderCars
DraftBonusTile
SelectBlanOptio
LeaderCardsCreationDisc
ActivateHarve
ActivateProductio
LeaderCardsSelectii
filename String
View(String, String, int,
toString() String
title String
h int
w int
CliPrintable
toString() String
AuthType
Login
Registratio
name String
AuthType(Strin
toString(String)
ClientType
Socket
RMI
name String
ClientType(Strin
toString() String
Cmd
askForStrinq void
notifyStringq void
errorString void
forbiddenStringq void
successStrin void
ObserverTyp
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Lobby
RemotePlaye
NetUtil
PATTERN Patter
isPv4(String, boolean
GLO
startStage void
main(String void
Utility
isInteger(Strin boolean