# ClientsListener

- -is: ObjectInputStream
- -os: ObjectOutputStream
- -frame: FoEFrame
- -username: String

+run(): void

# FoEFrame

- -text: String -username:String
- -you: Hero
- -gameData: GameData - os: ObiectOutoutStream

#### ServersListener

- -is: ObjectInputStream
  -os: ObjectOutputStream

- -player: Hero -gameDatas: ArrayList<GameData> -outs: ArrayList<ObjectOutputStream>
- +run(): void
- +sendCommand(CommandFromServer cfs):

# +checkGameOver(): void +changeTurn(): void

#### CommandFromServer

-command: int

-data: String

-gameData: GameData

# +LOBBY\_CODE\_INVALID: final int

+LOBBY\_CODE\_VALID: final int

+JOINING\_HOST\_GAME: final int

# +LOBBY\_CODE\_ATTEMPT: final int

+HERO\_SELCTED: final int

+CHARACTER\_SELECTED: final int

+ACTION: final int

#### CommandFr

-command: int

-data: String

# -gameData: GameData

+CONNECTED: final in

+HOSTING: final int

+JOINING\_HOST\_GA

+LOBBY\_CODE\_ATTI

+HERO\_SELECTED:f

#### +ACTION: final int

+MOVE: final int

+MESSAGE(): final int

+EXCHANGE: final int

+ENDTURN: final int

+getCommand(): int

#### getGameDate(): String

+getData(): String

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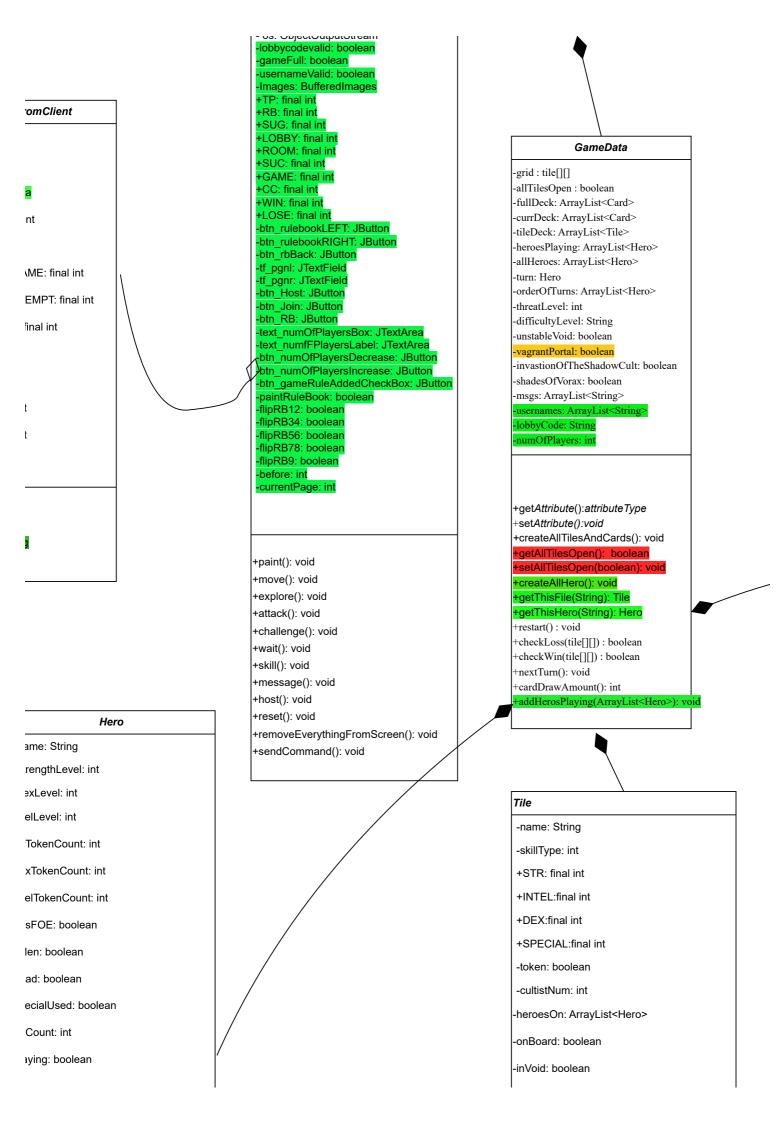
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# +MOVE: final int

+MESSAGE:final int

+EXCHANGE: final int

+ENDTURN: final int

+USERNAME\_VALID: final int

+USERNAME\_INVALID: final int

+GAME\_IS\_FULL: final int

+getCommand(): int

+getData(): String

-getGameData(): GameData

#### Card

-name: String -skillType: int +STR: final int +INTEL:final int

+SPECIAL:final int

-tile: Tile -event: boolean

+DEX:final int

-getAttribute():attributeType

-setAttribute():void

+ge +se +pa +sp >tAttribute():attributeType>tAttribute():void

assiveAbility():void

pecialAbility():void

**FOEPanel** 

-card: Card

-topSide: boolean

-bottomSide: boolean

-leftSide: boolean

-rightSide: boolean

+getAttribute(): attributeType

+setAttribute(in x: attributeType): void

+rotateLeft(): void

+rotateRight(): void