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UNREGISTORED
                                                                                                             TimerObserver
+onTimerFinisced(: String)
                                                                                                                                                                 GameController
           -SOCKETPORT: int
SOCKETPORT.III

**RAINCORT.III

**SOCKETSENVEY

**Game**

- Statete boolean

active**Injers**. ArrayList**Player-

game**. Config. Game**. Config

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- clerificame**. Clerificame**. ArrayList**Cleriflayer-

goonReader. GoonReader

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goonReader. GoonReader

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+onDisconnection(: String): void
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in: ObjectingutStream
out: Obj
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timer: Timer
-delay: int
-header: TimeHeader
-active: bootlean
+startTimer(): void
+notilyTimerFinished(): void
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executor ExecutorService 
executor ExecutorService 
executor ExecutorService 
charvers ArrayList-SocketServerObserver-
game.Controller: CamaController

FrunD; vixid

nonActionObjecReceived; NerObject; SocketClerisHandler) void

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exerticacyport (Executor, SocketClerisHandler) void
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