client

+ getServerinfos: void

+ connectToServer(String host, int port): type

handler

+ channelReadComplete(ChannelHandlerContext): void

+ channelRead0(ChannelHandlerContext, Protocol.Packet): void

+ channelActive:(ChannelHandlerContext): void

RequestManager

+ checkCommand: void

+ checkBidCommand: void

+ sendCommand(Protocol.Command.Type type, String args): void

+ sendBidCommand(Protocol.Bid.Action type, Protocol.Bid.Atout atout, int value): void

+ sendGameCommand(Protocol.Action.Type type, String rank, String suit): void

+ checkGameCommand: void