

namespace: Ui

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mapWindow
-m_ui: Ui::MapWindow*
-m_GEHandler: shared_ptr<Game::GameEventHandler>
-m_objMan: shared_ptr<Game::ObjectManager>
-m_gamescene: shared_ptr<Game::GameScene>
+getGEHandler(): shared_ptr<Game::GameEventHandler>
 +getObjMan(): shared_otr<Game::ObjectManager>
 +setSize(width: int, height: int): void
+setScale(scale: int): void
+resize(): void
+drawItem(obj: shared_ptr<Course::GameObject>, offset: int): void
+removeItem(obj: shared_ptr<Course::GameObject>): void
 +updateItem(obj: shared_ptr<Course::GameObject>): void
+changeTurn(player: shared_ptr<Game::Player>): void
+setupUI(resourcesToWin: int): void
+placeObject(tileID: Course::ObjectId): void
 +éventFilter(watched: QObject*, event: QEvent*): bool
+on_button_endTurn_clicked(): void
+on_button_farm_clicked(): void
+on_button_headquarters_clicked(): void
+on_button_outpost_clicked(): void
+on_button_mine_clicked(): void
+on_button_sawmill_clicked(): void
+on_button_basicworker_clicked(): void
+on button mineworker clicked(): void
+on_button_sawmillworker_clicked(): void
 +toggleActiveButtons(isActive: bool): void
+buyObject(objMan: shared_ptr<Game::ObjectManager>, GEHand: shared_ptr<Game::GameEventHandler>, player: shared_ptr<Game::Player>, object: shared_ptr<Course::PlaceableGameObject>): void
 +drawResources(player: shared_ptr<Game::Player>): void
 +endGame(winners: vector<shared_ptr<Game::Player>>): void
```

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begindialog*

-ui: Ui::begindialog*

+getPlayernames(): vector<string>
+getStartingResources(): Course::ResourceMap
+getResourcesToWin(): int
```

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enddialog

-ui: Ui::enddialog*

+setWinner(winners: vector<shared_ptr<Game::Player>>>, round: int): void
```