

<<Java Class>>

MonsterServer

(default package)

▲ playerSocket: Socket

●^c MonsterServer()

● addPlayer(int):void

● main():void

<<Java Class>>

Client

(default package)

▲ board: int[][]

●^c Client()

● main():void

▲ StartConnection():void

▲ keyPressed():void

▲ receivePositions():void

~player 0..1

<<Java Class>>

MonsterThread

(default package)

▲ board: int[][]

▲ player: int

●^c MonsterThread()

● run():void

▲ getRequest():void

▲ move():void

▲ isValid(int,int):boolean