

Control

+useCard(): void

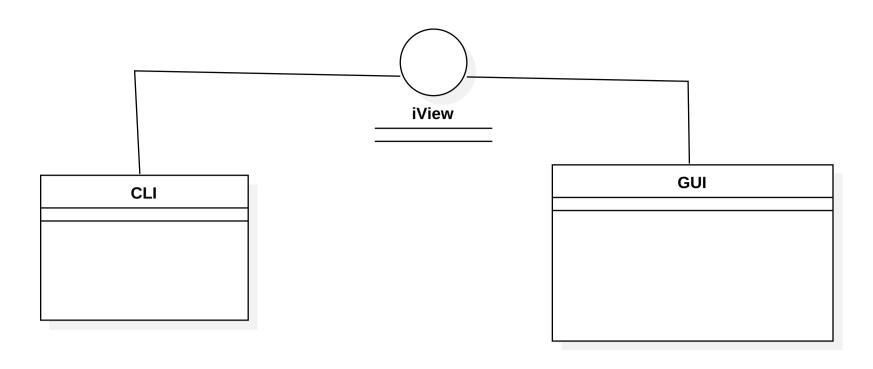
+chooseSchema(): void +InsertDiceSpace(): void +RemoveDiceSpace(): void +removeDiceSchema(): void

+removeDiceTrackRounds(): void +insertDiceTrackRounds(): void

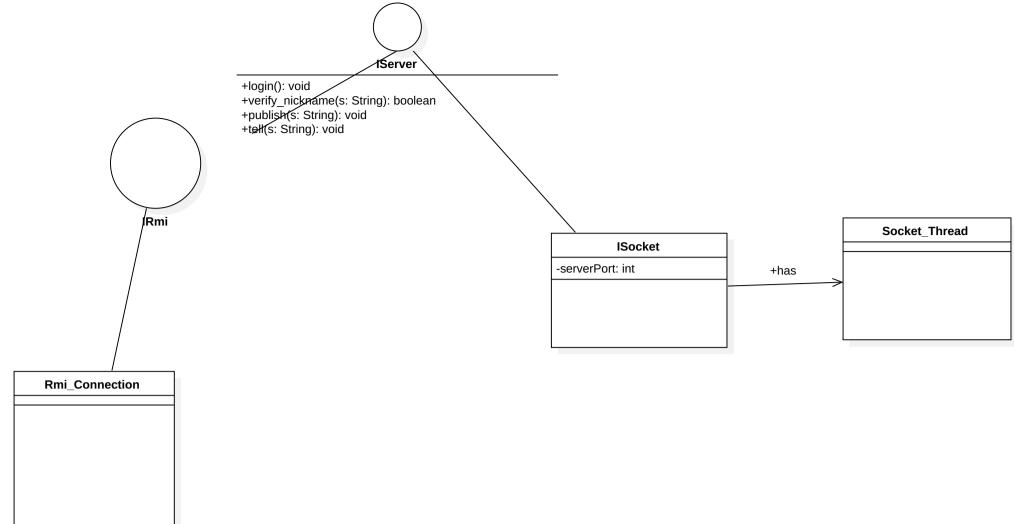
+scambiaDado(): void +InsertDiceSchema() +useTool(): void

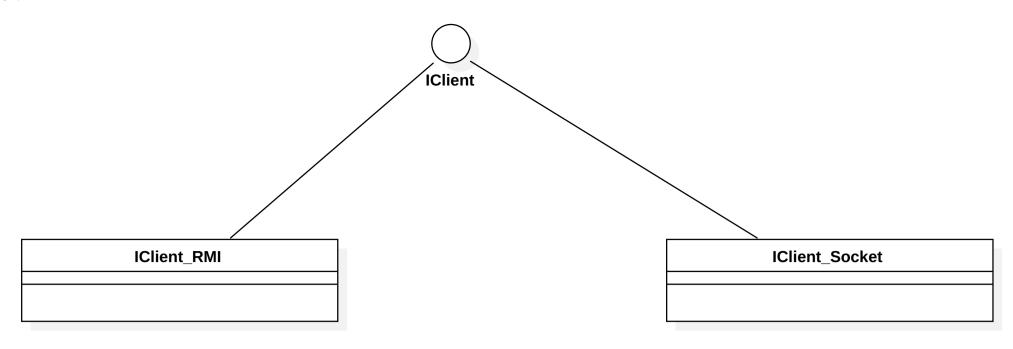
+login(nickname: String): void +signin(nickname: String): void +chooseConncection(): void +chooseGameMode(): void

+nextRound(): void +newgame(): void



UML::Server



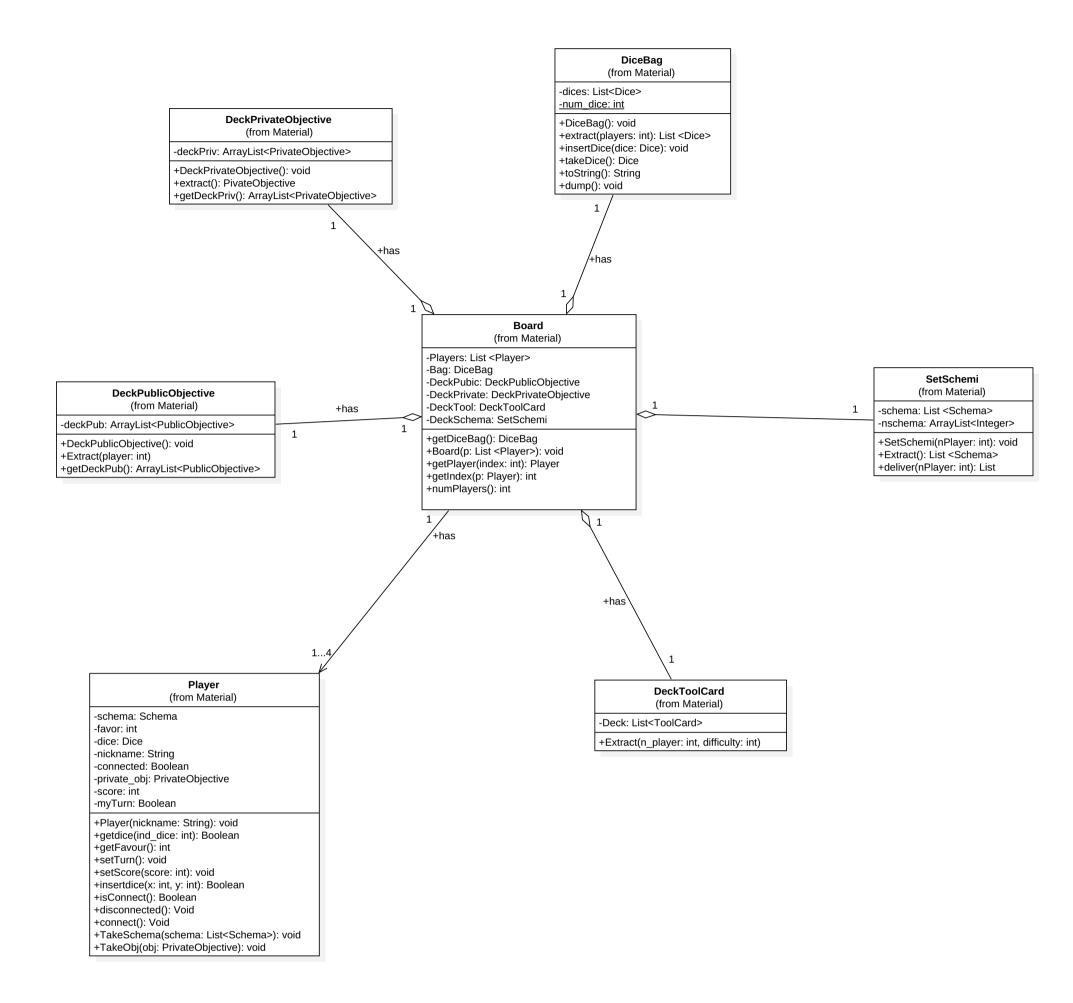


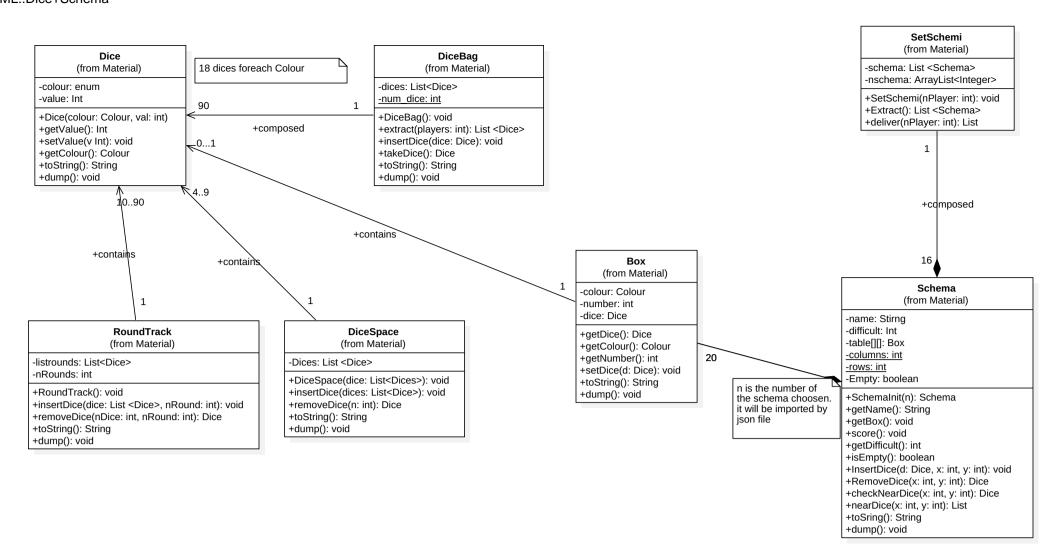
tell(s: String): void socket: Socket

inSocket: BufferedReader outSocket: PrintWriter inKeyBoards: BufferedReader outVideo: PrintWriter

outVideo: PrintWriter insert_nickname(s: String) -connected: hoolean

-connected: boolean login(): void play(): void

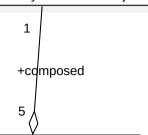




DeckPrivateObjective (from Material)

-deckPriv: ArrayList<PrivateObjective>

- +DeckPrivateObjective(): void
- +extract(): PivateObjective
- +getDeckPriv(): ArrayList<PrivateObjective>



privateObjective (from Material)

+name: Stirng -description: String

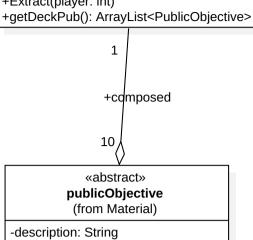
-colour: Coulour

- +PrivateObjective(): void
- +ScoreCard(schema: Schema): int

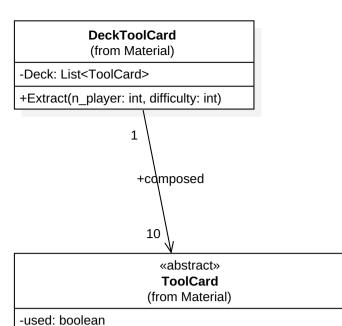
DeckPublicObjective

(from Material)

- -deckPub: ArrayList<PublicObjective>
- +DeckPublicObjective(): void
- +Extract(player: int)



+ScoreCard(schema: Schema): int



-colour: Colour -number: Int -description: String

+getUsed(): boolean +getColour(): Colour +getNumber(): int

+Effect(schema: Schema, tabel: RoundTrack): boolean

not implemented yet

