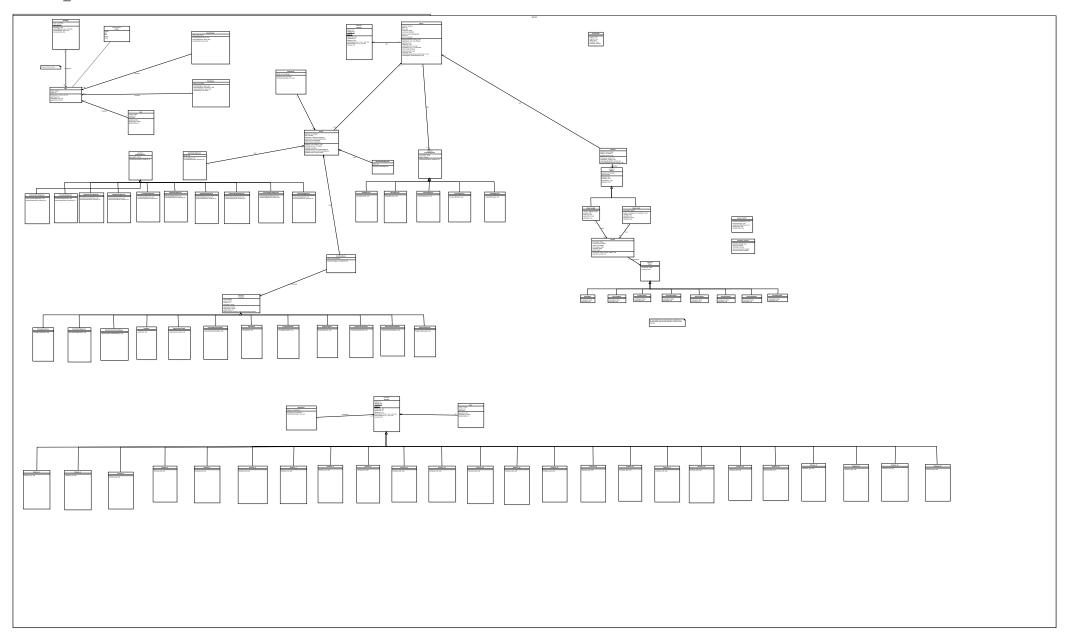
UML::All_Model



UML::Controller

Control

+useCard(): void

+chooseSchema(): void

+InsertDiceSpace(): void

+RemoveDiceSpace(): void

+removeDiceSchema(): void

+removeDiceTrackRounds(): void

+insertDiceTrackRounds(): void

+scambiaDado(): void

+InsertDiceSchema()

+useTool(): void

+login(nickname: String): void

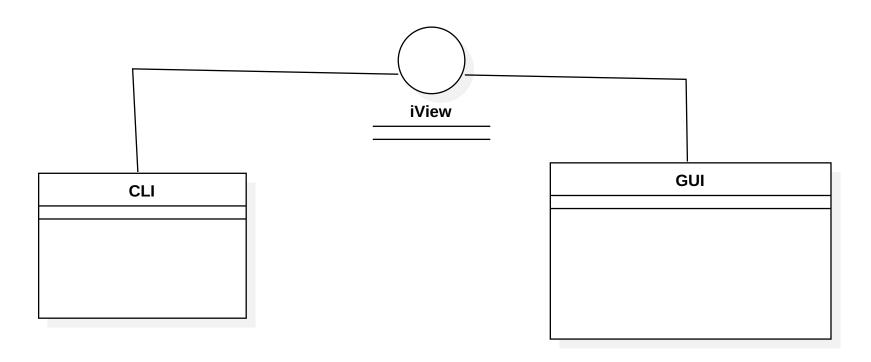
+signin(nickname: String): void

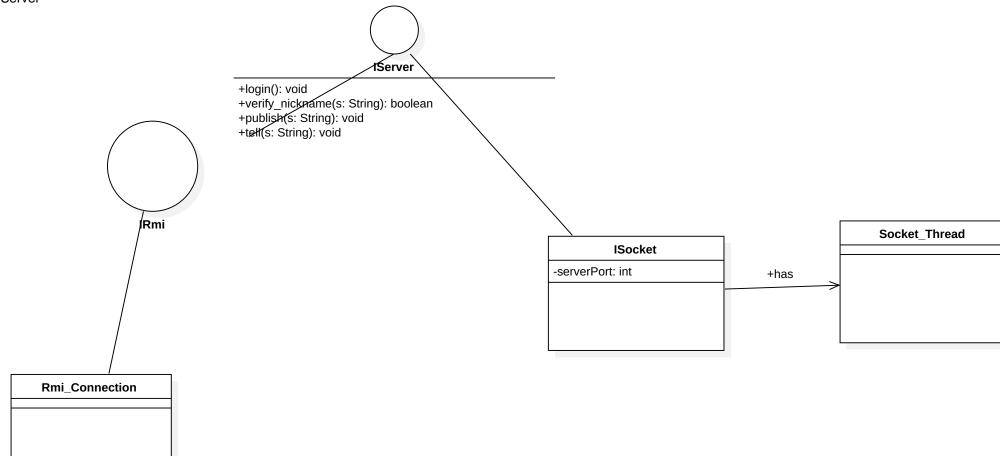
+chooseConncection(): void

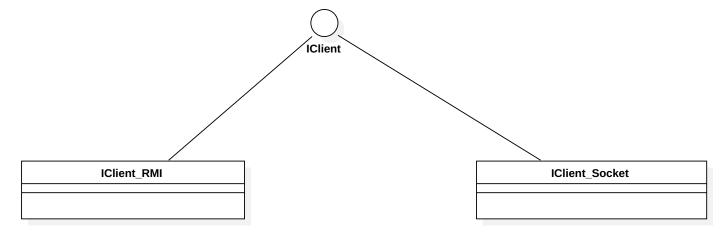
+chooseGameMode(): void

+nextRound(): void

+newgame(): void







tell(s: String): void socket: Socket

inSocket: BufferedReader outSocket: PrintWriter

inKeyBoards: BufferedReader outVideo: PrintWriter insert_nickname(s: String) -connected: boolean login(): void

play(): void

