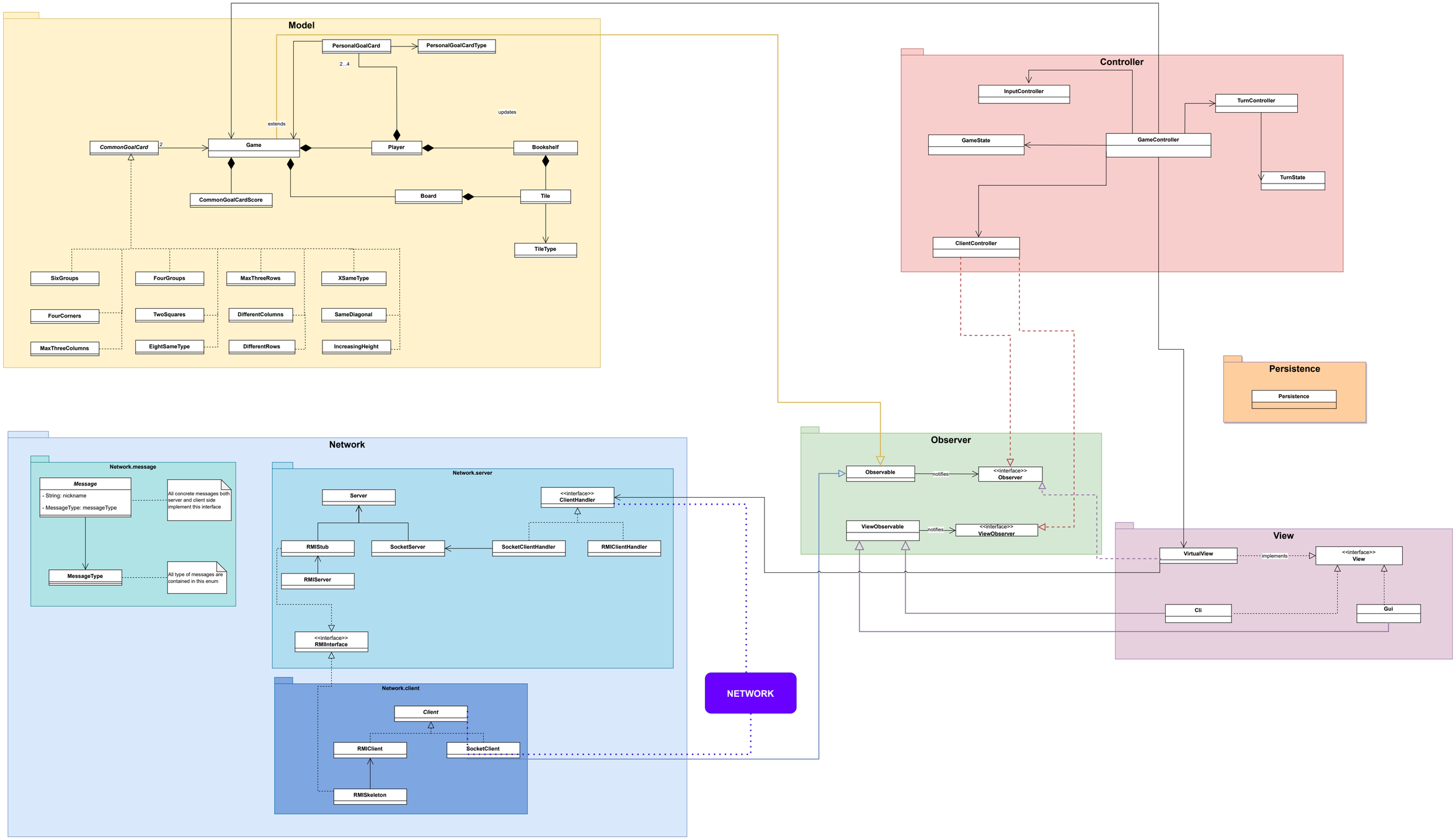
Model
PersonalGoalCard
PersonalGoalCardType
2...4
updates
extends
CommonGoalCard
2
Game
Player
Bookshelf
CommonGoalCardScore
Board
Tile
TileType
SixGroups
FourGroups
MaxThreeRows
XSameType
FourCorners
TwoSquares
DifferentColumns
SameDiagonal
MaxThreeColumns
EightSameType
DifferentRows
IncreasingHeight
Controller
InputController
TurnController
GameState
GameController
TurnState
ClientController
Persistence
Persistence
Observer
Observable
notifies
<<interface>>
Observer
ViewObservable
notifies
<<interface>>
ViewObserver
View
VirtualView
implements
<<interface>>
View
Cli
Gui
Network
Network.message
Message
- String: nickname
- MessageType: messageType
All concrete messages both server and client side implement this interface
MessageType
All type of messages are contained in this enum
Network.server
Server
<<interface>>
ClientHandler
RMIStub
SocketServer
SocketClientHandler
RMIClientHandler
RMIServer
<<interface>>
RMIInterface
Network.client
Client
RMIClient
SocketClient
RMISkeleton
NETWORK