AppLifecycle (Interface)

- ⓜ onLobbyUiReady(LobbyGateway) void
- ⓜ onGameUiReady(GameGateway) void
- ⓜ authorize(String) void
- ⓜ terminate() void
- ⓜ initialize() void

ClientController (Class)

- ⓜ ClientController(ClientGateway, ClientExhaustiveConfiguration)
- ⓜ ClientController()
- ⓜ onGameInsertionTurnEvent(TypedResult<TileInsertionSuccess, Bookshelf
- ⓜ onViewSelection(Set<Coordinate>) void
- ⓜ onLobbyUiReady(LobbyGateway) void
- ⓜ authorize(String) void
- ⓜ onGameStartedEvent(GameModel) void
- ⓜ onGameConnectionReply(TypedResult<GameConnectionSuccess, GameC
- ⓜ onViewInsertion(int, List<Tile>) void
- ⓜ terminate() void
- ⓜ sendStatusUpdateRequest() void
- ⓜ sendGameConnectionRequest(String) void
- ⓜ initialize() void
- ⓜ onServerStatusUpdateEvent(ServerStatus, List<PlayerInfo>) void
- ⓜ onGameEndedEvent() void
- ⓜ onAcceptConnectionAndFinalizeUsername(String) void
- ⓜ onGameCreationReply(TypedResult<GameCreationSuccess, GameCreatio
- ⓜ onViewSendMessage(String, MessageRecipient, String) void
- ⓜ sendGameStartRequest(String, GameMode) void
- ⓜ onGameSelectionTurnEvent(TypedResult<TileSelectionSuccess, TileSelec
- ⓜ onModelUpdateEvent(GameModel) void
- ⓜ onChatModelUpdate(List<ChatTextMessage>) void
- ⓜ onViewQuitGame(String) void
- ⓜ onGameUiReady(GameGateway) void
- ⓜ onPlayerConnectionStatusUpdateEvent(ServerStatus, List<PlayerInfo>)

ClientGateway (Class)

- ⓜ ClientGateway()
- ⓜ linkController(ClientController) void
- ⓟ s ServerService

TcpClientGateway (Class)

- ⓜ TcpClientGateway(String, int)
- ⓕ isActivelyListeningOnSocket boolean
- ⓜ gameSelectionTurnResponse(String, Set<Coordinate>) void
- ⓜ gameInsertionTurnResponse(String, List<Tile>, int) void
- ⓜ quitRequest(String) void
- ⓜ serverStatusRequest(ClientService) void
- ⓜ run() void
- ⓜ sendTextMessage(String, MessageRecipient, String) void
- ⓜ mapEventToControllerMethodCall(Message) void
- ⓜ close() void
- ⓜ gameConnectionRequest(String, ClientProtocol, ClientService) void
- ⓜ gameStartRequest(String, GameMode, ClientProtocol, ClientService)
- ⓜ keepAlive(String) void
- ⓟ isActivelyListeningOnSocket boolean
- ⓟ s ServerService

RmiClientGateway (Class)

- ⓜ RmiClientGateway(String, int)
- ⓜ serverStatusRequest(ClientService) void
- ⓜ gameStartRequest(String, GameMode, ClientProtocol, ClientService)
- ⓜ gameConnectionRequest(String, ClientProtocol, ClientService) void
- ⓜ quitRequest(String) void
- ⓜ gameInsertionTurnResponse(String, List<Tile>, int) void
- ⓜ sendTextMessage(String, MessageRecipient, String) void
- ⓜ gameSelectionTurnResponse(String, Set<Coordinate>) void
- ⓜ keepAlive(String) void
- ⓟ s ServerService