

ClientConnectionsManager		
m	ClientConnectionsManager()	
m	values()	Collection<ClientConnection>
m	setConnectionStatus(String, ConnectionStatus)	void
m	get(String)	ClientConnection
m	add(String, ClientProtocol, boolean, ConnectionStatus, ClientSer	
m	registerInteraction(String)	void
m	isClientDisconnected(String)	boolean
m	containsUsername(String)	boolean
m	size()	int
p	disconnectedOrClosedClientUsernames	List<String>
p	anyClientDisconnected	boolean
p	anyClientClosed	boolean
p	disconnectedClientUsernames	List<String>
p	usernames	List<String>

StorageManager		
m	StorageManager()	
m	digest(byte[])	byte[]
m	writeFileContents(File, String)	void
m	save(List<String>, GameModel)	void
m	hash(String)	String
m	load(List<String>)	GameModel?
m	readFileContents(File)	String
m	delete(List<String>)	void
m	bytesToHex(byte[])	String

PlayerInfo		
m	PlayerInfo(String, ConnectionStatus, boolean)	
f	isHost	boolean
m	username()	String
m	status()	ConnectionStatus
p	isHost	boolean

TimeoutKeepAliveHandler		
m	TimeoutKeepAliveHandler(PeriodicConnectionAwareComponent)	
f	isTimeoutThreadActive	boolean
m	run()	void
p	isTimeoutThreadActive	boolean

KeepAliveDaemon		
m	KeepAliveDaemon(ClientGateway, String)	
f	isActive	boolean
m	run()	void
p	isActive	boolean

ClientNetworkLayer		
m	ClientNetworkLayer()	
m	scheduleKeepAliveThread(String, ClientGateway, ExecutorService)	void
m	scheduleReceiverExecutionThread(ClientGateway, ExecutorService)	void

ViewFactory		
m	ViewFactory()	
m	createGameUiAsync(ClientUiMode, GameModel, ClientController, St	
m	createLobbyUiAsync(ClientUiMode, ClientController, ExecutorServic	

AppClient		
m	AppClient(ClientExhaustiveConfiguration, String, int)	
m	run()	void
m	initializeClientThreads()	void

ViewLayer		
m	ViewLayer()	
m	scheduleGameExecutionThread(GameGateway, ExecutorService)	void

ClientGatewayFactory		
m	ClientGatewayFactory()	
m	create(ClientProtocol, String, int)	ClientGateway

ServerNetworkLayer		
m	ServerNetworkLayer()	
m	scheduleTimeoutThread(ServerController)	void

AppServer		
m	AppServer(String, int, int)	
m	initializeServerThreads()	void

ServerFlags		
m	ServerFlags()	