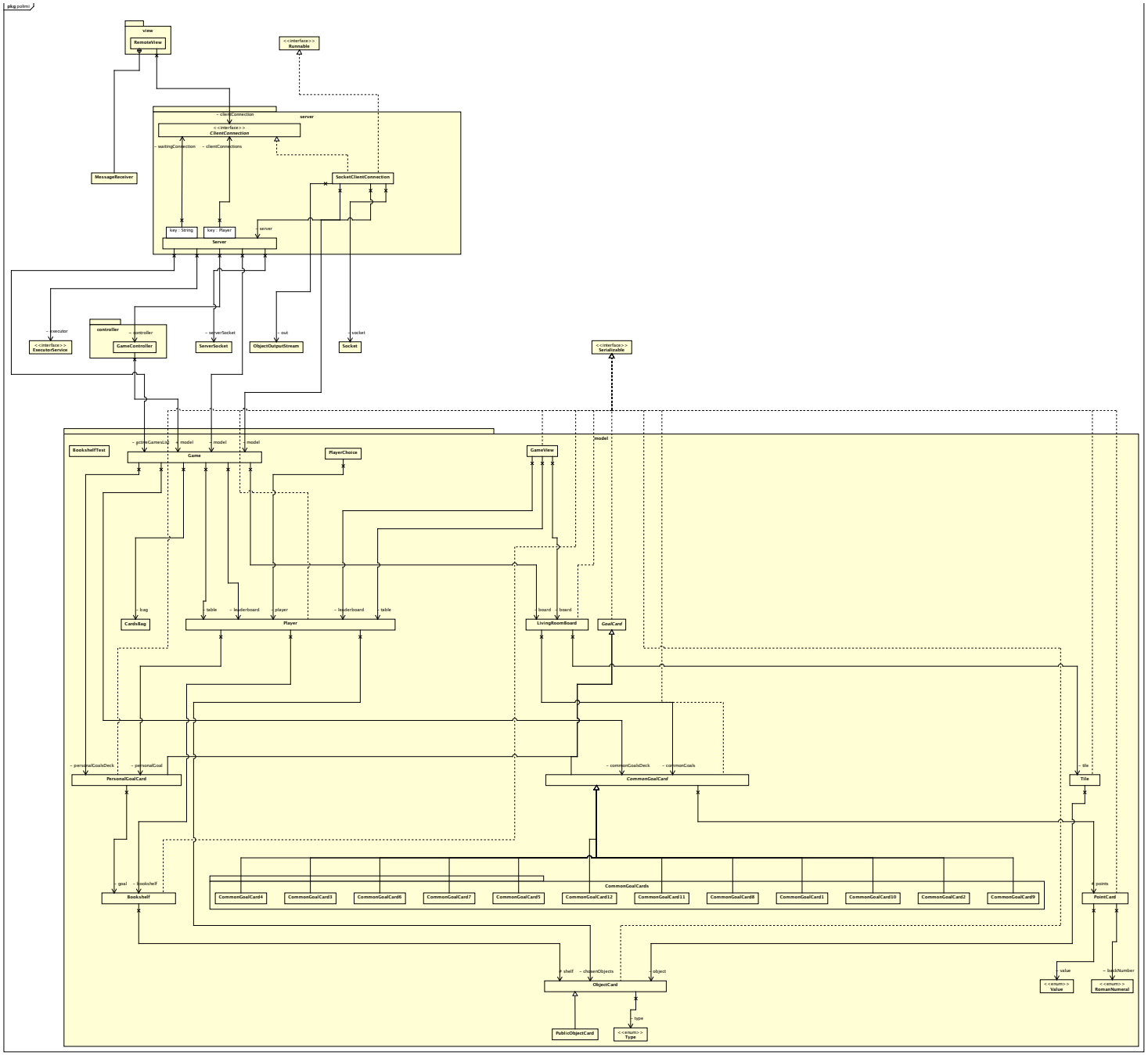
pkg polimi
view
RemoteView
<<interface>>
Runnable
server
- clientConnection
<<interface>>
ClientConnection
- waitingConnection
- clientConnections
MessageReceiver
SocketClientConnection
key : String
key : Player
server
Server
executor
<<interface>>
ExecutorService
controller
- controller
GameController
- serverSocket
ServerSocket
- out
ObjectOutputStream
socket
Socket
<<interface>>
Serializable
model
BookshelfTest
- getInGamesList
- model
- model
- model
Game
PlayerChoice
GameView
- bag
CardsBag
- table
- leaderboard
- player
- leaderboard
- table
Player
- board
- board
LivingRoomBoard
GoalCard
- personalGoalsDeck
- personalGoal
PersonalGoalCard
- commonGoalsDeck
- commonGoals
CommonGoalCard
- tile
Tile
- goal
- bookshelf
Bookshelf
CommonGoalCards
CommonGoalCard4
CommonGoalCard3
CommonGoalCard6
CommonGoalCard7
CommonGoalCard5
CommonGoalCard12
CommonGoalCard11
CommonGoalCard8
CommonGoalCard1
CommonGoalCard10
CommonGoalCard2
CommonGoalCard9
- points
PointCard
- shelf
- choosenObjects
- object
ObjectCard
- value
<<enum>>
Value
- batchNumber
<<enum>>
RomanNumeral
PublicObjectCard
- type
<<enum>>
Type