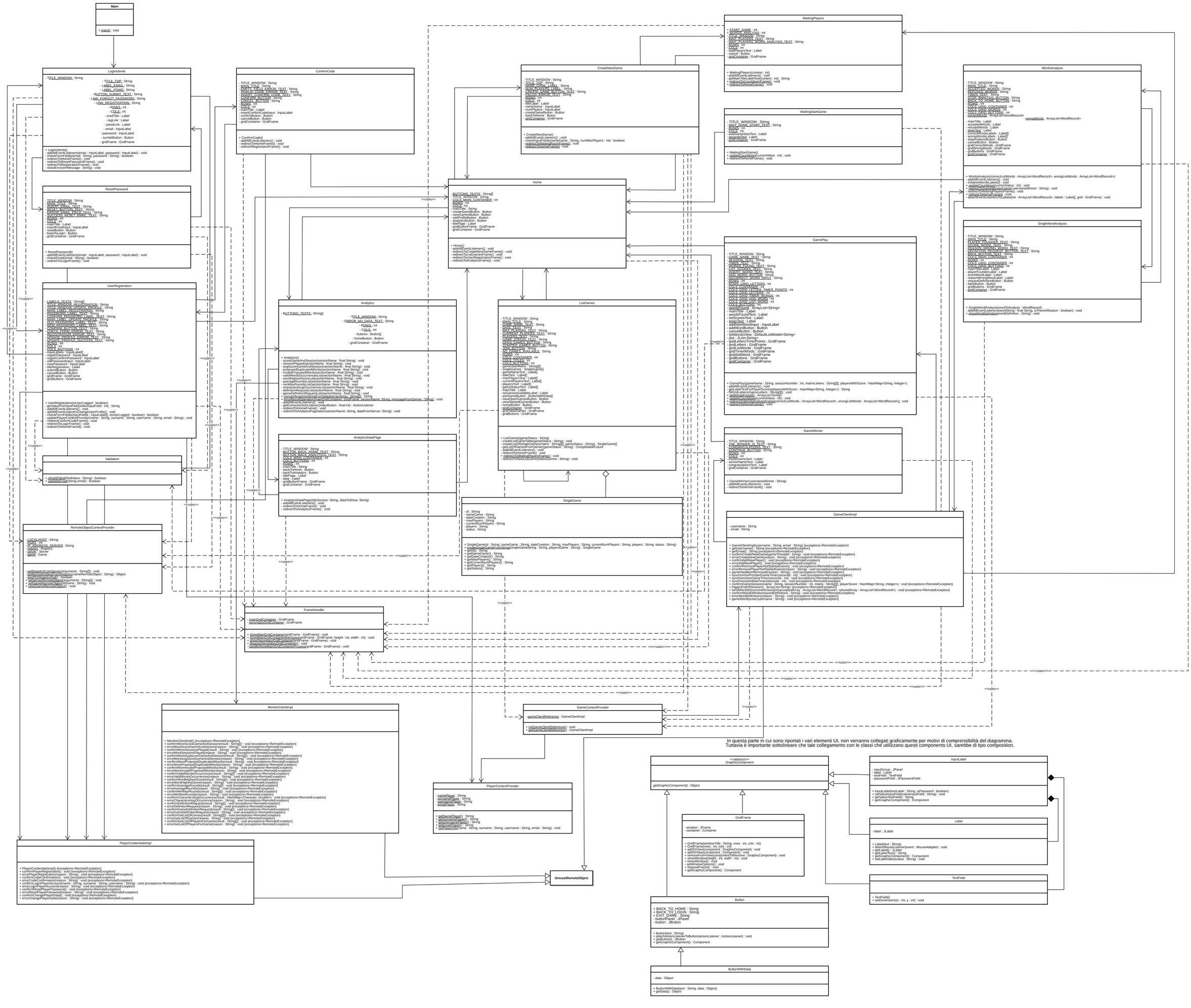
Main
+ main() : void
LoginUtente
- TITLE_WINDOW : String
- TITLE_TOP : String
- LABEL_EMAIL : String
- LABEL_PSWD : String
- BUTTON_SUBMIT_TEXT : String
- LINK_FORGOT_PASSWORD : String
- LINK_REGISTRATION : String
- ROWS : int
- COLS : int
- creeTitle : Label
- regLink : Label
- pswdLink : Label
- email : InputLabel
- password : InputLabel
- sumbitButton : Button
- gridFrame : GridFrame
+ LoginUtente()
- addAllEventListeners(email : InputLabel, password : InputLabel) : void
- checkFormFields(email : String, password : String) : boolean
- redirectToResetPassword() : void
- redirectToResetPasswordFrame() : void
- redirectToRegistrationFrame() : void
- showErrorOnMessage(message : String) : void
ConfirmCode
- TITLE_WINDOW : String
- MAIN_TITLE : String
- EMPTY_FIELD_ERROR_TEXT : String
- INVALID_CODE_ERROR_TEXT : Sinng
- INSERTED_CORRECT_CODE_TEXT : String
- CONFIRM_BUTTON : String
- ROWS : int
- COLS : int
- mainTitle : Label
- insertConfirmCodeInput : InputLabel
- confirmButton : Button
- cancelButton : Button
- gridContainer : GridFrame
+ ConfirmCode()
- addAllEventListeners() : void
- redirectToHomeFrame() : void
- redirectRegistrationFrame() : void
CreateNewGame
- TITLE_WINDOW : String
- TITLE_TOP : String
- NAME_GAME_LABEL : String
- NUM_PLAYERS_LABEL : String
- DEFINE_GAME_BUTTON_TEXT : String
- FINISH_DEFINE_TEXT : String
- ROWS : int
- COLS : int
- titleLabel : Label
- nameGame : InputLabel
- numPlayers : InputLabel
- createGameButton : Button
- backToHome : Button
- gridContainer : GridFrame
+ CreateNewGame()
- addAllEventListeners() : void
- checkNumPlayers(numPlayersGame : String, numMaxPlayers : int) : boolean
- redirectToWaitingRoomFrame() : void
- redirectToHomeFrame() : void
WaitingPlayers
+ START_GAME : int
+ WORDS_ANALYSIS : int
- TITLE_WINDOW : String
- WAIT_PLAYERS_TEXT : String
- WAIT_PLAYERS_WORD_ANALYSIS_TEXT : String
- ROWS : int
- COLS : int
- waitPlayersText : Label
- cancel : Button
- gridContainer : GridFrame
+ WaitingPlayers(context : int)
- addAllEventListeners() : void
- getMainTitleLabelText(context : int) : String
+ redirectToCountdownFrame() : void
+ redirectToHomeFrame() : void
WaitingStartGame
- TITLE_WINDOW : String
- WAIT_GAME_START_TEXT : String
- ROWS : int
- COLS : int
- waitGameStartText : Label
- secondsText : Label
- gridContainer : GridFrame
+ WaitingStartGame()
+ updateCountdown(currentValue : int) : void
+ redirectToHomeFrame() : void
WordsAnalysis
- TITLE_WINDOW : String
- MAIN_TITLE : String
- ACCEPTED_WORDS : String
- REFUSED_WORDS : String
- ERROR_WORDS : String
- STOP_ANALYSIS_BUTTON : String
- BACK_TO_HOME_BUTTON : String
- ROWS : int
- COLS : int
- COLS_GRID_CONTAINER : int
- COLS_GRID_WORDS : int
- COLS_GRID_BUTTONS : int
- correctWords : ArrayList<WordRecord>
- wrongWords : ArrayList<WordRecord>
- mainTitle : Label
- acceptedWords : Label
- refusedWords : Label
- errorWords : Label
- correctWordsLabels : Label[]
- wrongWordsLabels : Label[]
- stopAnalysisButton : Button
- cancelButton : Button
- gridCorrectWords : GridFrame
- gridWrongWords : GridFrame
- gridButtons : GridFrame
- gridContainer : GridFrame
+ WordsAnalysis(correctListWords : ArrayList<WordRecord>, wrongListWords : ArrayList<WordRecord>)
- addAllEventListeners() : void
- initializeWordLabels() : void
+ updateCountdown(currentValue : int) : void
+ redirectToLeaderboardFrame(usernameWinner : String) : void
- redirectToWaitingPlayersFrame() : void
+ redirectToHomeFrame() : void
- attachEventListenersToLabels(list : ArrayList<WordRecord>, labels : Label[], grid : GridFrame) : void
ResetPassword
- TITLE_WINDOW : String
- MAIN_TITLE : String
- INSERT_EMAIL_TEXT : String
- RESET_BUTTON_TEXT : String
- ERROR_EMAIL_FIELD_TEXT : String
- SUCCESS_RESET_EMAIL_TEXT : String
- ROWS : int
- COLS : int
- mainTitle : Label
- insertEmailInput : InputLabel
- resetButton : Button
- backToLogin : Button
- gridContainer : GridFrame
+ ResetPassword()
- addAllEventListeners(email : InputLabel, password : InputLabel) : void
- checkEmail(email : String) : boolean
- redirectToLoginFrame() : void
Home
- BUTTONS_TEXTS : String[]
- TITLE_WINDOW : String
- COLS_MAIN_CONTAINER : int
- ROWS : int
- COLS : int
- mainTitle : String
- createGameButton : Button
- waitingRoomButton : Button
- editProfileButton : Button
- analyticsButton : Button
- titlePage : Label
- gridButtonFrame : GridFrame
- gridContainer : GridFrame
+ Home()
- addAllEventListeners() : void
- redirectToCreateNewGameFrame() : void
- redirectToListGamesFrame() : void
- redirectToUserRegistrationFrame() : void
- redirectToAnalysisFrame() : void
GamePlay
- TITLE_WINDOW : String
- GAME_NAME_TEXT : String
- SESSION_TEXT : String
- TIMER_TEXT : String
- WORDS FOUND_TEXT : String
- LIST_SCORES_TEXT : String
- TIMER_TIMEOUT_TEXT : String
- INSERT_WORD_TEXT : String
- ADD_WORD_BUTTON : String
- ROWS : int
- ROWS_GRID_LETTERS : int
- ROWS_GRID_WORDS : int
- COLS_GRID_LETTERS_TIMER_POINTS : int
- COLS_GRID_TIMER_WORDS : int
- COLS_GRID_TIMER_WORDS : int
- COLS_GRID_ADD_WORD : int
- COLS_GRID_LIST_WORD : int
- COLS_BUTTONS : int
- wordsFound : ArrayList<String>
- mainTitle : Label
- wordsFoundText : Label
- listScoresText : Label
- timerText : Label
- addWordLabelLabel : InputLabel
- addWordButton : Button
- cancelButton : Button
- listWordsView : DefaultListModel<String>
- jlist : JList<String>
- gridLettersTimerPoints : GridFrame
- gridLetters : GridFrame
- gridListWords : GridFrame
- gridTimerWords : GridFrame
- gridAddWord : GridFrame
- gridButtons : GridFrame
- gridContainer : GridFrame
+ GamePlay(gameName : String, sessionNumber : int, matrixLetters : String[][], playersWithScore : HashMap<String, Integer>)
- getLabelTextForPlayerScores(playersWithScore : HashMap<String, Integer>) : String
- fillGridLettersWithMatrix(matrix : Char[]) : void
+ getWordsFromJson(jsonArray : JsonArray) : ArrayList<String>
+ updateCountdown(currentValue : int) : void
+ redirectToGameOverFrame(correctListWords : ArrayList<WordRecord>, wrongListWords : ArrayList<WordRecord>) : void
+ redirectToHomeFrame() : void
SingleWordAnalysis
- TITLE_WINDOW : String
- MAIN_TITLE : String
- PLAYED_FOUNDED_TEXT : String
- SCORE_WORD_TEXT : String
- REASON_WRONG_WORD_TEXT : String
- RESULTING_REASONS_BUTTON_TEXT : String
- ADD_DEFINITION_TEXT : String
- BACK_BUTTON_TEXT : String
- ROWS : int
- COLS_GRID_CONTAINER : int
- COLS_GRID_BUTTONS : int
- mainTitleLabel : Label
- playedFoundedLabel : Label
- scoreWordLabel : Label
- reasonWrongWordLabel : Label
- requestDefinitionButton : Button
- backButton : Button
- gridButtons : GridFrame
- gridContainer : GridFrame
+ SingleWordAnalysis(wordToAnalyse : WordRecord)
- addAllEventListeners(wordString : final String, isThereAReason : boolean) : void
+ showWordDefinition(wordDefinition : String) : void
UserRegistration
- LABELS_TEXTS : String[]
- TITLE_WINDOW_REGISTRATION : String
- TITLE_WINDOW_UPDATE_PROFILE : String
- MAIN_TITLE_REGISTRATION : String
- PASSWORDS_FIELD_TEXT : String
- CONFIRM_PASSWORD_LABEL_TEXT : String
- MAIN_LABEL_UPDATE_PROFILE : String
- OLD_PASSWORD_LABEL_TEXT : String
- NEW_PASSWORD_LABEL_TEXT : String
- ERROR_FIELDS_TEXT : String
- ERROR_PASSWORDS_TEXT : String
- REGISTRATION_ERROR_TEXT : String
- UPDATE_PROFILE_ERROR_TEXT : String
- UPDATE_PROFILE_SUCCESS_TEXT : String
- ROWS : int
- COLS : int
- COLS_BUTTONS : int
- inputLabels : InputLabel[]
- registPassword : InputLabel
- registConfirmPassword : InputLabel
- oldPasswordInput : InputLabel
- newPassword : InputLabel
- newPasswordLabel : Label
- saveButton : Button
- cancelButton : Button
- gridFrame : GridFrame
- gridButtons : GridFrame
+ UserRegistration(isUserLogged : boolean)
- getValueFormInputField(inputInputField : int) : String
- addAllEventListeners() : void
- addAllEventListenersChangeUserProfile() : void
- checkFormFields(inputFields : InputLabel[], isUserLogged : boolean) : boolean
- updatePlayerContextProvider(name : String, surname : String, username : String, email : String) : void
- redirectConfirmCode() : void
- redirectToLoginFrame() : void
- redirectToHomeFrame() : void
Analytics
- BUTTONS_TEXTS : String[]
- TITLE_WINDOW : String
- ERROR_NO_DATA_TEXT : String
- ROWS : int
- COLS : int
- buttons : Button[]
- homeButton : Button
- gridContainer : GridFrame
+ Analytics()
- scoreGameAndSession(sectionName : final String) : void
- averagePlayed(sectionName : final String) : void
- avgScoreGameAndSession(sectionName : final String) : void
- proposedDuplicatedWords(sectionName : final String) : void
- invalidProposedWords(sectionName : final String) : void
- validWordsOccurrencesList(sectionName : final String) : void
- wordHighestScoresList(sectionName : final String) : void
- averageRoundsList(sectionName : final String) : void
- minMaxRoundsList(sectionName : final String) : void
- charactersAvgOccurrenceList(sectionName : final String) : void
- definitionRequestList(sectionName : final String) : void
- gameDefinitionRequestList(sectionName : final String) : void
+ convertArrayIntoStringFormattedArray(array String[] : String[])
- addGridToPanel(panel : JPanel, gridContainer : GridFrame, sectionName: String, messageFromServer : String) : void
- addAllEventListeners() : void
- getCorrectActionListener(indexButton : final int) : ActionListener
- redirectToHomeFrame() : void
- redirectToAnalyticsPagination(sectionName: String, dataFromServer: String) : void
ListGames
- TITLE_WINDOW : String
- MAIN_TITLE : String
- GAME_TEXT_TEXT : String
- DATE_TEXT : String
- WAIT_PLAYERS_TEXT : String
- CURRENT_PLAYERS_TEXT : String
- PLAYERS_TEXT : String
- GAME_STATUS_TEXT : String
- JOIN_GAME_BUTTON_TEXT : String
- VIEW_STARTED_GAME_BUTTON_TEXT : String
- JOIN_BUTTON : String
- NO_VIDEO_AVAILABLE : String
- ROWS : int
- COLS_CONTAINER : int
- COLS_TITLE : int
- COLS_BUTTONS : int
- gamesUserMaris : String[][]
- singleGames : SingleGame[]
- gameNameText : Label[]
- dateText : Label[]
- waitPlayersText : Label[]
- currentPlayersText : Label[]
- playersText : Label[]
- gameStatusText : Label[]
- mainTitle : Label
- noGamesAvailableMsgLabel : Label
- joinGameButton : ButtonWithData[]
- viewStartedGameButton : Button
- viewStartedGameMatrix : Button
- homeButton : Button
- gridContainer : GridFrame
- gridTableGames : GridFrame
- gridButtons : GridFrame
+ ListGames(gameStatus : String)
- createListGameTable(gameStatus : String) : void
- createListSingleGames(matrix : String[][], gameStatus : String) : SingleGame[]
- getListOfGamesFromServer(gameStatus : String) : CompletableFuture
- addAllEventListeners() : void
- redirectToHomeFrame() : void
- redirectToWaitingRoomFrame() : void
- redirectToNewListGame(statusGames : String) : void
AnalyticsDataPage
- TITLE_WINDOW : String
- BUTTON_BACK_HOME_TEXT : String
- BUTTON_BACK_ANALYSIS_TEXT : String
- COLS_MAIN_CONTAINER : int
- COLS_BUTTONS : int
- ROWS : int
- mainTitle : String
- homeButton : Button
- backToAnalytics : Button
- titlePage : Label
- data : Label
- gridButtonFrame : GridFrame
- gridContainer : GridFrame
+ AnalyticsDataPage(titleSection: String, dataToShow: String)
- addAllEventListeners() : void
- redirectToHomeFrame() : void
- redirectToAnalyticsFrame() : void
SingleGame
- id : String
- nameGame : String
- dateCreation : String
- maxPlayers : String
- currentNumPlayers : String
- players : String
- status : String
+ SingleGame(id : String, nameGame : String, dateCreation : String, maxPlayers : String, currentNumPlayers : String, players : String, status : String)
+ singleGameFromString(singleGameString : String, playersGame : String) : SingleGame
+ getId() : String
+ getNameGame() : String
+ getDateCreation() : String
+ getMaxPlayers() : String
+ getCurrentNumPlayers() : String
+ getPlayers() : String
+ getStatus() : String
GameWinner
- TITLE_WINDOW : String
- THE_WINNER_IS_TEXT : String
- CONGRATULATIONS_TEXT : String
- CONTINUE_BUTTON : String
- ROWS : int
- COLS : int
- thewinnerIsTxt : Label
- winnerNameText : Label
- congratulationsText : Label
- gridContainer : GridFrame
+ GameWinner(usernameWinner : String)
- addAllEventListeners() : void
- redirectToHomeFrame() : void
GameClientImpl
- username : String
- email : String
+ GameClientImpl(username : String, email : String) {exceptions=RemoteException}
+ getUsernameImpl() : String {exceptions=RemoteException}
+ getEmailImpl() : String {exceptions=RemoteException}
+ errorCreateNewGameThreadCreating(reason : String) : void {exceptions=RemoteException}
+ errorCreateNewGame(reason : String) : void {exceptions=RemoteException}
+ confirmAddNewPlayer() : void {exceptions=RemoteException}
+ errorAddNewPlayer() : void {exceptions=RemoteException}
+ confirmRemovePlayerNotStartedGame() : void {exceptions=RemoteException}
+ confirmRemovePlayerStartedGame() : void {exceptions=RemoteException}
+ gameHasBeenRemoved(reason : String) : void {exceptions=RemoteException}
+ synchronizePreStartGameTimer(seconds : int) : void {exceptions=RemoteException}
+ synchronizeInGameTimer(seconds : int) : void {exceptions=RemoteException}
+ synchronizeInWaitTimer(seconds : int) : void {exceptions=RemoteException}
+ confirmGameSession(name : String, sessionNumber : int, matrix : String[][], playerScore : HashMap<String, Integer>) : void {exceptions=RemoteException}
+ triggerEndOfSession() : ArrayList<String> {exceptions=RemoteException}
+ confirmWordDefinitions(correctArray : ArrayList<WordRecord>, refusedArray : ArrayList<WordRecord>) : void {exceptions=RemoteException}
+ confirmWordDefinitions(wordDefinitions : String) : void {exceptions=RemoteException}
+ errorWordDefinitions(reason : String) : void {exceptions=RemoteException}
+ gameWordByUser(username : String) : void {exceptions=RemoteException}
RemoteObjectContextProvider
- LOCALHOST : String
- PORT : int
- IP_ADDRESS_SERVER : String
- registry : Registry
- server : Server
- game : Game
- setRegistryFromServer(arguments : String[]) : void
- getRemoteObjectFromRegistry(nameRemoteObject : String) : Object
- areNotRegistryNull() : boolean
- setServerRemoteObject(arguments : String[]) : void
- setGameRemoteObjectFromServer(name : String) : void
- resetGameRemoteObject() : void
FrameHandler
- mainGridContainer : GridFrame
- secondaryGridContainer : GridFrame
+ showMainGridContainer(gridFrame : GridFrame) : void
+ showMainGridContainerWithSizes(gridFrame : GridFrame, height : int, width : int) : void
+ showSecondaryGridContainer(gridFrame : GridFrame) : void
+ disposeSecondaryGridContainer() : void
- handleShowMainGridContainerProcess(gridFrame : GridFrame) : void
MonitorClientImpl
+ MonitorClientImpl() {exceptions=RemoteException}
+ confirmMoreScoreGameAndSession(result : String[]) : void {exceptions=RemoteException}
+ errorMoreScoreGameAndSession(reason : String) : void {exceptions=RemoteException}
+ confirmMoreSessionsPlayed(result : String) : void {exceptions=RemoteException}
+ errorMoreSessionsPlayed(reason : String) : void {exceptions=RemoteException}
+ confirmMoreAvgScoreGameAndSession(result : String[]) : void {exceptions=RemoteException}
+ errorMoreAvgScoreGameAndSession(reason : String) : void {exceptions=RemoteException}
+ confirmMoreProposedDuplicatedWords(result : String) : void {exceptions=RemoteException}
+ errorMoreProposedDuplicatedWords(reason : String) : void {exceptions=RemoteException}
+ confirmMoreInvalidProposedWords(result : String) : void {exceptions=RemoteException}
+ errorMoreInvalidProposedWords(reason : String) : void {exceptions=RemoteException}
+ confirmValidWordsOccurrences(result : String[]) : void {exceptions=RemoteException}
+ errorValidWordsOccurrences(reason : String) : void {exceptions=RemoteException}
+ confirmWordHighestScore(result : String[]) : void {exceptions=RemoteException}
+ errorWordHighestScore(reason : String) : void {exceptions=RemoteException}
+ confirmAverageRounds(result : String[]) : void {exceptions=RemoteException}
+ errorAverageRounds(reason : String) : void {exceptions=RemoteException}
+ confirmMinMaxRounds(result : String[]) : void {exceptions=RemoteException}
+ errorMinMaxRounds(reason : String) : void {exceptions=RemoteException}
+ confirmCharactersAvgOccurrence(result : HashMap<Character, Double>) : void {exceptions=RemoteException}
+ errorCharactersAvgOccurrence(reason : String) : void {exceptions=RemoteException}
+ confirmDefinitionRequest(result : String[]) : void {exceptions=RemoteException}
+ errorDefinitionRequest(reason : String) : void {exceptions=RemoteException}
+ confirmGameDefinitionRequest(result : String[]) : void {exceptions=RemoteException}
+ errorGameDefinitionRequest(reason : String) : void {exceptions=RemoteException}
+ confirmGetListOfGames(result : String[]) : void {exceptions=RemoteException}
+ errorGetListOfGames(reason : String) : void {exceptions=RemoteException}
+ confirmGetListOfPlayersForGame(result : String[]) : void {exceptions=RemoteException}
+ errorGetListOfPlayersForGame(reason : String) : void {exceptions=RemoteException}
GameContextProvider
- gameClientReference : GameClientImpl
+ initGameClientReference() : void
+ getGameClientReference() : GameClientImpl
PlayerContextProvider
- namePlayer : String
- surnamePlayer : String
- usernamePlayer : String
- emailPlayer : String
+ getNamePlayer() : String
+ getSurnamePlayer() : String
+ getUsernamePlayer() : String
+ getEmailPlayer() : String
+ setPlayerInfo(name : String, surname : String, username : String, email : String) : void
PlayerCredentialsImpl
+ PlayerCredentialsImpl() {exceptions=RemoteException}
+ confirmPlayerRegistration() : void {exceptions=RemoteException}
+ errorPlayerRegistration(reason : String) : void {exceptions=RemoteException}
+ confirmCodeConfirmation() : void {exceptions=RemoteException}
+ errorCodeConfirmation(reason : String) : void {exceptions=RemoteException}
+ confirmLoginPlayerAccount(name : String, surname : String, username : String) : void {exceptions=RemoteException}
+ errorLoginPlayerAccount(reason : String) : void {exceptions=RemoteException}
+ confirmResetPlayerPassword() : void {exceptions=RemoteException}
+ errorResetPlayerPassword(reason : String) : void {exceptions=RemoteException}
+ confirmChangePlayerData() : void {exceptions=RemoteException}
+ errorChangePlayerData(reason : String) : void {exceptions=RemoteException}
UnicastRemoteObject
Validation
+ isFieldFilled(fieldValue : String) : boolean
+ validateEmail(String email) : Boolean
<<uses>>
In questa parte in cui sono riportati i vari elementi UI, non verranno collegati graficamente per motivi di comprensibilità del diagramma.
Tuttavia è importante sottolineare che tale collegamento con le classi che utilizzano questi components UI, sarebbe di tipo composition.
<<abstract>>
GraphicComponent
getGraphicComponent() : Object
InputLabel
- inputGroup : JPanel
- label : Label
- textField : TextField
- passwordField : JPasswordField
+ InputLabel(textLabel : String, isPassword : boolean)
+ setValueInputField(valueInputField : String) : void
+ getValueTextField() : String
+ getGraphicComponent() : Component
GridFrame
- window : JFrame
- container : Container
+ GridFrame(windowTitle : String, rows : int, cols : int)
+ GridFrame(rows : int, cols : int)
+ addToView(component : GraphicComponent) : void
+ addToView(component : GraphicComponent) : void
+ removeFromView(component : GraphicComponent) : void
+ showWindow(height : int, width : int) : void
+ showWindow() : void
- setWindowOptions() : void
+ disposeFrame() : void
+ getGraphicComponent() : Component
Label
- label : JLabel
+ Label(text : String)
+ attachMouseListener(evere : MouseAdapter) : void
+ getLabel() : JLabel
+ getLabelText() : String
+ getGraphicComponent() : Component
+ setLabelValue(value : String) : void
TextField
+ TextField()
+ setDimensions(x : int, y : int) : void
Button
+ BACK_TO_HOME : String
+ BACK_TO_LOGIN : String
+ EXIT_GAME : String
- buttonPanel : JPanel
- button : JButton
+ Button(text : String)
+ attachActionListenerToButton(actionListener : ActionListener) : void
+ getButton() : JButton
+ getGraphicComponent() : Component
ButtonWithData
- data : Object
+ ButtonWithData(text : String, data : Object)
+ getData() : Object