

+ secondPlayer balance

- time coordinateX

coordinateY

- mapLoaded - ip

- port

 balanceLabel timeLabel

- positionLabel - statusDisplay connectionLabel

mode

+ DataModel()

+ getBalance() + updateBalance()

+ getHoverX()

+ takeBalance()

+ timeTick() + getTime()

+ getSystemMillis() + updateCoordinates()

+ getHoverY() und 11 mehr ...

+ setDefaultMode() + setTrainStationMode()

+ setBridgeMode()

+ setRailPlacementMode() + setMapLoaded()