

- + secondPlayer balance
- time
- coordinateX coordinateY
- mapLoaded - ip
- port - balanceLabel
- timeLabel positionLabel
- statusDisplay connectionLabel

- mode

- + DataModel()
 - + getBalance() + updateBalance()
 - + takeBalance() + timeTick()
 - + aetTime()
 - + setTime()
 - + getSystemMillis() + updateCoordinates()
- + getHoverX() und 12 mehr ...
- + setDefaultMode() + setTrainStationMode()
 - + setDepotMode() + setTerminalMode()
 - + setBridgeMode()
 - + setRailPlacementMode() + setMapLoaded()