

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

mode

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