# UML class

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**Note:** Some classes have been marked as DEPRECATED -- I'm not 100% sure if I'll need these but I figured I'd keep them just in case.
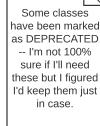
**Note:** The below records all represent .json packets

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**Record MessageJson**

+ signature : String
+ arguments : JsonNode

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**Record ServerJoinRequestJson**

@DEPRECATED

ClientJoinJson getClientResponse();
//invoke the appropriate response from the client

**Record ClientJoinJson**

- username : String
- gameType : String

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**Record ServerSetupInfoJson**

+ width : int
+ height : int
+ fleetSpecJson : JsonNode

ClientSetupInfoJson getClientResponse();
//invoke the appropriate response from the client

**Record ClientSetupInfoJson**

- fleet : ShipJson[]

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**Record ServerRequestShotsJson**

@DEPRECATED

ServerBoardInfoJson getClientResponse();
//invoke the appropriate response from the client

**Record ClientGiveShotsJson**

- coordinates : CoordJson[]

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**Record ServerGiveVolleyShotsJson**

- coordinates : CoordJson[]

ClientFleetInfoJson getClientResponse();
//invoke the appropriate response from the client

**Record ClientReturnLandedHitsJson**

- coordinates : CoordJson[]

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**Record SuccessfulHitsJson**

- coordinates : CoordJson[]

SuccessfulHitsJson getClientResponse();
//invoke the appropriate response from the client

**Record SuccessfulHitsJson**

@DEPRECATED

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**Record EndGameJson**

- result : GameResult
- reason : String

EndGameJson getClientResponse();
//invoke the appropriate response from the client

**Record EndGameJson**

@DEPRECATED

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**enum Direction**

+ VERTICAL("VERTICAL")
+ HORIZONTAL("HORIZONTAL")

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**FleetSpecJson**

- numCarriers : int
- numBattleships : int
- numDestroyers : int
- numSubmarines

//Consider passing specs hashmap into the constructor

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**ShipJson**

- position : CoordJson
- length : int
- direction : String

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**CoordJson**

- x : int
- y : int

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**ProxyController**

- socket : Socket
- player : Player
- view : BattleView
- controller : ServoController

+ handleServerRequest(JsonNode node) : JsonNode
//handles the given request from the server
- playGame() : void
//play the game (top level method)