

```

/*****
 * mud.MUDServerInterface
 *****/

package mud;

import java.rmi.Remote;
import java.rmi.RemoteException;

/*
 * MUD game made by Dovydas Pekus, University of Aberdeen
 *
 * The client will be accessing these methods, they are implemented in the
 * MUDServerImpl file
 */

public interface MUDServerInterface extends Remote {

    public void initialize() throws RemoteException;
    public String createUser(String playerName, String mudName) throws RemoteException;
    public boolean checkIfPlayerLimitNotExceededInMUD(String mudName) throws RemoteException;
    public boolean checkIfPlayerLimitNotExceeded() throws RemoteException;
    public String moveUser(String currentLocation, String direction, String playerName) throws RemoteException;
    public String getStartLocation() throws RemoteException;
    public String getCurrentLocationInfo(String currentLocation) throws RemoteException;
    public void pickUpItem(String currentLocation, String item) throws RemoteException;
    public void dropItem(String currentLocation, String item) throws RemoteException;
    public String[] getCurrentPlayersInMUD() throws RemoteException;
    public void exit(String playerName) throws RemoteException;
    public String[] getAvailableMUDs() throws RemoteException;
    public Integer getMUDCount() throws RemoteException;
    public boolean checkIfMUDExists(String mudName) throws RemoteException;
    public boolean createNewMUD(String mudName) throws RemoteException;
    public Integer getMaxNumberOfMuds() throws RemoteException;
    public void setNewMaxNumberOfMUDs(Integer newMaxMUDS) throws RemoteException;
}

```