

System
+ attribute1:type = defaultValue + attribute2:type - attribute3:type
+ gamePlay() - playerTurn() - playerPlay()

Tiles
+ tileNumber:Int + tileColor:String - tileDeck
+ creatTileDeck() - ShuffelTileDeck() - distrubuteTileSuffelDeck()

Room
+ ClientHeight:Int + ClientWidth : Int - myTile
+ seeHand() - addToBoard() - addBackToHand() + numberOFplayer()

User
+ attribute1:type = defaultValue + attribute2:type - attribute3:type
+ creatRoom - approvePlayerEntry() - operation3()

Tile Set
+ copySuffelTile + - attribute3:type
+ drawFormTable() - dealHand - removeFomBord

Player
+ initialMeld:Sting + InitialMeldPoint:Int - attribute3:type
+ verifyRum() - Vefifygroup() - peformedMeld()

Hand
+ attribute1:type = defaultValue + attribute2:type - attribute3:type
+ tileRemaining() - tileFromtable() - deletTileFromHand()