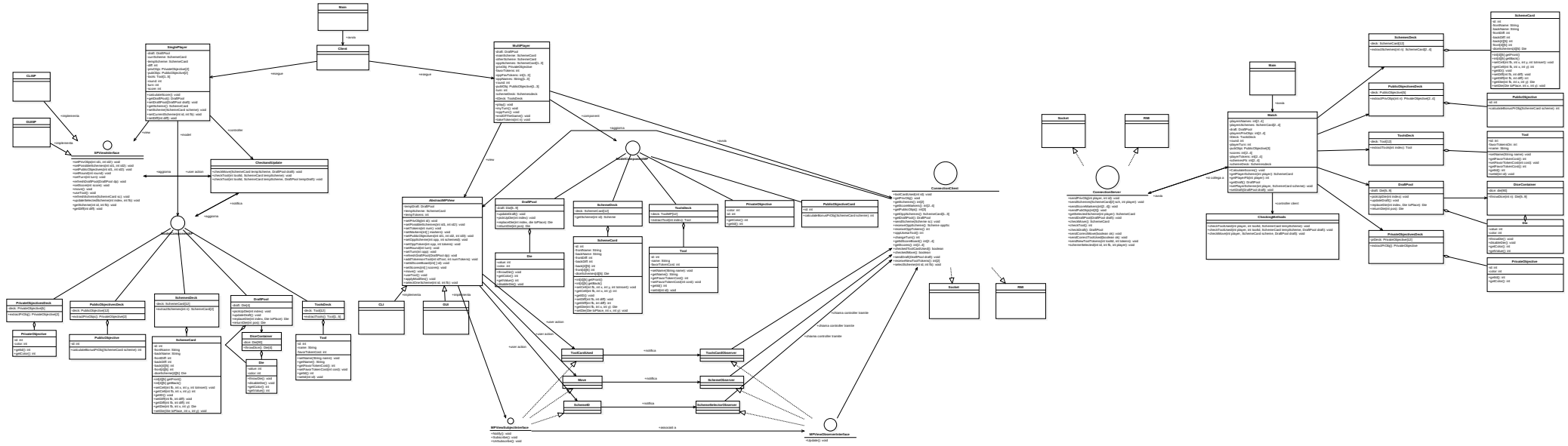
Model::Main


Main
+lanza
Client
+league
+league
SinglePlayer
-draft: DraftPool
-tempBuilder: SchemeCard
-tempScheme: SchemeCard
-diff: int
-privObj: PrivateObjective[2]
-pubObj: PublicObjective[4]
-hand: int[2]
-round: int
-turn: int
-score: int
+calculateScore(): void
+setDraftPool(DraftPool draft): void
+getScheme(): SchemeCard
+setBuilder(SchemeCard scheme): void
+setCurrentScheme(int id, int fb): void
+setDiff(int diff): void
MultiPlayer
-draft: DraftPool
-tempBuilder: SchemeCard
-tempScheme: SchemeCard
-opBuilders: SchemeCard[1..3]
-privObj: PrivateObjective
-favorTokens: int
-opFavorTokens: int[1..3]
-opNames: String[1..3]
-round: int
-pubObj: PublicObjective[1..3]
-turn: int
-schemeDeck: SchemeDeck
-tDeck: ToolDeck
+play(): void
+setRound(): void
+topTurn(): void
+endOfTheGame(): void
+getTokensAgo(int): void
CLIENT
CLIENT
+implementa
+implementa
SPViewInterface
+notifica
+notifica
+view
+model
+controller
+aggiorna
+user action
+aggiorna
ChecksandUpdate
+checkMove(SchemeCard tempScheme, DraftPool draft): void
+checkTool(int tool0, SchemeCard tempScheme): void
+checkTool(int tool0, SchemeCard tempScheme, DraftPool temp0raft): void
+view
+aggiorna
+aggiorna
AbstractMPView
-tempDraft: DraftPool
-tempScheme: SchemeCard
-favorTokens: int
+setPrivObj(int id): void
+setPubObj(int[1..4], int[2]): void
+setTokenAgo(int num): void
+setMaterial(int[] materiali): void
+setDiff(int[1..3], int[1..3], int, int diff): void
+setSpOffered(int spp, int scheme0): void
+setOpTokenAgo(int opp, int tokens): void
+setRound(int round): void
+setTurn(int turn): void
+setNewDraftPool(DraftPool dp): void
+addTokensonTool(int tiPlus, int nuovTokens): void
+setMoveMade(int[] id): void
+setOpponents(int[] opponents): void
+setend(): void
+setTool(): void
+setDiff(int diff): void
+setscoreOfferSchemeCard(int id, int fb): void
DraftPool
-draft: Die[9..9]
+updateDraft(): void
+pickUp(int index): void
+replaceDie(int index, Die toPlace): Die
+returnDie(int pos): Die
SchemeDeck
-deck: SchemeCard[1]
+extractScheme(int n): SchemeCard[2]
ToolDeck
-deck: Tool[12]
+extractTool(int index): Tool
Die
-value: int
-color: int
+Roll(int): void
+getColor(): int
+getValue(): int
+setValue(Die): void
SchemeCard
-id: int
-firstName: String
-lastName: String
-firstDiff: int
-lastDiff: int
-firstJ[8]: int
-lastJ[8]: int
-firstD[8]: int
-lastD[8]: int
+setJ(int[8]): void
+setD(int[8]): void
+getJ(int[8]): int
+getD(int[8]): int
+setCell(int fb, int x, int y, int tokenid): void
+getCell(int fb, int x, int y): int
+setDiff(int diff): void
+setDiff(int fb, int diff): void
+getDiff(int fb, int diff): int
+getDiff(int fb, int x, int y): Die
+setDie(Die toPlace, int x, int y): void
Tool
-id: int
-name: String
-favorTokenCost: int
+setName(String name): void
+getName(): String
+getFavorTokenCost(): int
+setFavorTokenCost(int cost): void
+getId(): int
+setId(int id): void
PrivateObjectiveDeck
-deck: PrivateObjective[8]
+extractPrivObj(): PrivateObjective[2]
PublicObjectiveDeck
-deck: PublicObjective[10]
+extractPubObj(): PublicObjective[2]
PrivateObjective
-id: int
-color: int
+getId(): int
+getColor(): int
PublicObjective
-id: int
+calculateBonusPt(SchemeCard scheme): int
DiceContainer
-dice: Die[90]
+throwDice(): Die[9]
CLI
GUI
+implementa
+implementa
+user action
+user action
+user action
ToolCardUsed
ToolCardObserver
+notifica
Move
SchemeObserver
+notifica
SchemeID
SchemeReflectionObserver
+notifica
MPViewSuperInterface
+Notify(): void
+TurnStart(): void
+UnfavorableMap(): void
+esecuzione a
MPViewObserverInterface
+Update(): void
+chiama controller trasmte
+chiama controller trasmte
+chiama controller trasmte
ConnectionClient
+newCardUsed(int id): void
+getPrivObj(): void
+getScheme(int): void
+getPubObj(int[1..4]): void
+getPublicObj(): void
+getOpSchemes(): SchemeCard[1..3]
+getDraftPool(): DraftPool
+newSchemeSpOffered(int id): void
+newSchemeOpOffered(int id, int scheme agpfo: void
+returnOpTokenAgo(): int
+opUsesaTool(): int
+getTurn(): int
+getBuilderCard(): int[2..4]
+getBoxes(): int[2..4]
+checkTurnCanDoAnything(): boolean
+endOfMoveDone(): void
+newMoveMadeOpponent(int id): void
+newMoveMadeFavorTokens(): int[2]
+setscoreOfferSchemeCard(int id, int fb): void
Socket
RMI
Socket
RMI
ConnectionServer
+newPrivObj(int player, int id): void
+newBuilderSchemeSchemeCard(int sch, int player): void
+newBoxesMade(int[2..4]): void
+newPrivObj(int[8]): void
+newPublicObj(int[1..4], int player): SchemeCard[1]
+newDraftPool(): DraftPool
+newSchemeOpOffered(int id): void
+newSchemeOpOffered(int id, int scheme agpfo: void
+newTool(int id): void
+newOpTokenAgo(): int
+newTurn(int turn): void
+newBuilderCard(): int[2..4]
+newBoxes(): int[2..4]
+newMoveMade(int[2..4]): void
+newMoveMadeOpponent(int id): void
+newMoveMadeFavorTokens(): int[2]
+setscoreOfferSchemeCard(int id, int fb): void
+newSchemeDeleteAgain(int id, int fb, int player): void
+lanza
+lanza
+lanza
Match
-playersNames: int[2..4]
-playersSchemes: SchemeCard[2..4]
-draft: DraftPool
-playersPrivObj: int[2..4]
-tDeck: ToolDeck
-round: int
-playerTurn: int
-pubObj: PublicObjective[3]
-turn: int
-boxes: int[2..4]
-builderCards: int[2..4]
-schemePts: int[2..4]
-schemeDeck: SchemeDeck
+CalculateScore(): void
+getPlayerPrivObj(int player): SchemeCard
+getPlayerPubId (int player): int
+getDraft(): DraftPool
+setPlayerSchemes(int player, SchemeCard scheme): void
+setDiff(DraftPool draft): void
+to collega a
+controller client
CheckingMethods
+checkTool(int[8] player, int tool0, SchemeCard tempScheme): void
+checkTool(int[8] player, int tool0, SchemeCard tempScheme, DraftPool draft): void
+checkMove(int[8] player, SchemeCard scheme, DraftPool draft): void
SchemeDeck
-deck: SchemeCard[12]
+extractScheme(int n): SchemeCard[2..4]
SchemeCard
-id: int
-firstName: String
-lastName: String
-firstDiff: int
-lastDiff: int
-firstJ[8]: int
-lastJ[8]: int
-firstD[8]: int
-lastD[8]: int
-doubleDice[8]: Die
+setJ(int[8]): void
+setD(int[8]): void
+getJ(int[8]): int
+getD(int[8]): int
+setCell(int fb, int x, int y, int tokenid): void
+getCell(int fb, int x, int y): int
+setDiff(int diff): void
+setDiff(int fb, int diff): void
+getDiff(int fb, int diff): int
+getDiff(int fb, int x, int y): Die
+setDie(Die toPlace, int x, int y): void
PublicObjectiveDeck
-deck: PublicObjective[8]
+extractPubObj(int n): PublicObjective[2..4]
PublicObjective
-id: int
+calculateBonusPt(SchemeCard scheme): int
ToolDeck
-deck: Tool[12]
+extractTool(int index): Tool
Tool
-id: int
-favorTokenCost: int
-name: String
+setName(String name): void
+getName(): String
+getFavorTokenCost(): int
+setFavorTokenCost(int cost): void
+getId(): int
+setId(int id): void
DraftPool
-draft: Die[9..9]
+pickUp(int index): void
+updateDraft(): void
+replaceDie(int index, Die toPlace): Die
+returnDie(int pos): Die
DiceContainer
-dice: die[90]
+throwDice(int n): Die[9..9]
Die
-value: int
-color: int
+Roll(int): void
+getColor(): int
+getValue(): int
+setValue(Die): void
PrivateObjectiveDeck
-privDeck: PrivateObject[12]
+extractPrivObj(): PrivateObjective
PrivateObjective
-id: int
-color: int
+getId(): int
+getColor(): int