## Controller

+runAsMainThread(Runnable:runnable): void

+show(): void

#<T>loadFXMLView(T:viewController, String:fxml, Stage:stage) : void

## DownloadDeckController

-stage: Stage

-listener: ScreenChanger

-client: Client

-deckHashMap: Map<String, Deck>-downloadView: DownloadDeckView-leaderBoardView: LeaderBoardView

+show(): void

+goBack(): void

+downloadDeck(String:deckName): void

+getCardTitles(String:deckName): List<String> +getAuthorFromDeck(String:deckName): String +getDeckDescription(String:deckName): String

+onSeeLeaderBoard(String:deckName): void

## LeaderBoardController

-stage Stage

-listener ScreenChanger

-client Client

-deckHashMap Map<String, Deck>

-leaderBoardView LeaderBoardView

+show(): void

+onGoBack(): void

+getRankDeck(String:deckName): void

## UploadDeckController

-stage: Stage -main: Main

-client: Client

-SCORE\_NUL: int

+show(): void

+sendSelectedDeck(String:deckName, String:description): void

+movingBack(): void

+getCards(String:deckName): List<String>

+getDeckNames(): List<String>

+onSendScore(String:deckName): void

+getScore(String currentDeckName): int