GameServer Server playerlist: ArravList<Player> - playmap: ArrayList<Territory> - server socket: ServerSocket - playernum: int - initializeTerritories(ArrayList<String> names, ArrayList<ArrayList<Integer>> tidGroups) : ArrayList<Territory> - bindSocket(int port): void + acceptConnection(): Socket Territory + runGame(): void - ownership: int - tid: int - name: String - neighbourlist: ArrayList<Integer> - defender: Army Player - name: String + addUnit(int num): void - pid: int + sumUnit(int num): void - clientsocket: Socket - playerterritories: ArrayList<Territory> - active: bool - connected: bool - out: ObjectOutputStream - in: ObjectInputStream - send(): void Army - receive(): void - num units: int + addUnits(int num): void + subtractUnits(int num): void Config

- pro: Properites

+ readProperty(String key): String

