store

name	varchar
elementar_type	elementar_type
damage	double
card_id	string
card_type	varchar

view_scoreboard

username	varchar
wins	integer
defeats	integer
draws	integer
fights	integer
elo	integer

session

session_id	integer
username	varchar

all_user_cards

username	varchar
name	varchar
elementar_type	elementar_type
damage	double
card_id	string
card_type	varchar

trading_erea_offer

offer_id	int
username	varchar
card_id	string

game_user

username	varchar
pwd	varchar
elo	int
coins	int
name	varchar
email	varchar
bio	varchar
wins	int
defeats	int
role	role
draws	int

deck

deck_id	integer
username	varchar
card_id	varchar

trading_erea_req

offer_id	integer
min_damage	double
card_type	varchar

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session

session_id	integer
username	varchar

store

name	varchar
elementar_type	elementar_type
damage	double
card_id	string
card_type	varchar

view_scoreboard

username	varchar
wins	integer
defeats	integer
draws	integer
fights	integer
elo	integer

game_user

username	varchar
pwd	varchar
elo	int
coins	int
name	varchar
email	varchar
bio	varchar
wins	int
defeats	int
role	role
draws	int

deck

deck_id	integer
username	varchar
card_id	varchar

all_user_cards

username	varchar
name	varchar
elementar_type	elementar_type
damage	double
card_id	string
card_type	varchar

trading_erea_offer

offer_id	int
username	varchar
card_id	string

trading_erea_req

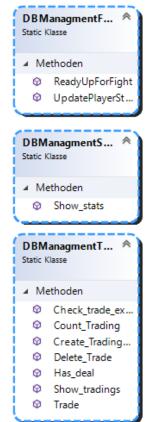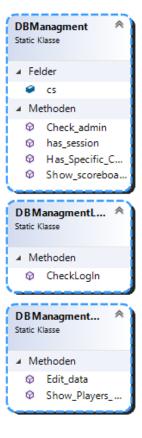| offer_id	integer
min_damage	double
card_type	varchar

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```
Enum elementar_type{
  fire
  water
  normal
}


Enum role {
  user
  admin
}
```
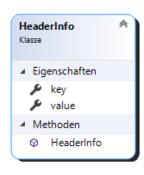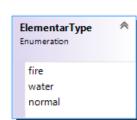
MCTG Class Library

DBManagmentF...
Static Klasse

▲ Methoden
- ⬡ ReadyUpForFight
- ⬡ UpdatePlayerSt...

DBManagmentS...
Static Klasse

▲ Methoden
- ⬡ Show_stats

DBManagmentT...
Static Klasse

▲ Methoden
- ⬡ Check_trade_ex...
- ⬡ Count_Trading
- ⬡ Create_Trading...
- ⬡ Delete_Trade
- ⬡ Has_deal
- ⬡ Show_tradings
- ⬡ Trade

DBManagment
Static Klasse

▲ Felder
- 🗋 cs

▲ Methoden
- ⬡ Check_admin
- ⬡ has_session
- ⬡ Has_Specific_C...
- ⬡ Show_scoreboa...

DBManagmentL...
Static Klasse

▲ Methoden
- ⬡ CheckLogIn

DBManagment...
Static Klasse

▲ Methoden
- ⬡ Edit_data
- ⬡ Show_Players_...

DBManagment...
Static Klasse

▲ Methoden
- ⬡ AddUser

DBManagmentP...
Static Klasse

▲ Methoden
- ⬡ Acquire_Card
- ⬡ Add_cards_to_s...
- ⬡🔒 Check_enough_...
- ⬡🔒 Decreasing_coi...
- ⬡🔒 Get_number_of...
- ⬡🔒 Get_type_elem...
- ▷ Geschachtelte Typen

DBManagmentS...
Static Klasse

▲ Methoden
- ⬡ Has_Cards
- ⬡ Show_acquired...

DBManagment...
Static Klasse

▲ Methoden
- ⬡ Configure_Deck
- ⬡ Has_Deck
- ⬡ Show_Deck

FightSystem
Static Klasse

▲ Felder
- 🗋 Warteschlange

▲ Eigenschaften
- 🔧 Count_responses
- 🔧 Log
- 🔧 ResetEvent

▲ Methoden
- ⬡ InitFight
- ⬡ Startfight

User
Klasse

▲ Felder
- 🗋 Deck

▲ Eigenschaften
- 🔧 Bio
- 🔧 Email
- 🔧 Name
- 🔧 Password
- 🔧 Role
- 🔧 Username

HeaderInfo
Klasse

▲ Eigenschaften
- 🔧 key
- 🔧 value

▲ Methoden
- ⬡ HeaderInfo

TreadingDeal
Klasse

▲ Eigenschaften
- 🔧 CardToTrade
- 🔧 ID
- 🔧 MinimumDama...
- 🔧 Type

Card
Klasse

▲ Eigenschaften
- 🔧 Damage
- 🔧 Element
- 🔧 ID
- 🔧 Name
- 🔧 Type

CardType
Enumeration

- monster
- spell

ElementarType
Enumeration

- fire
- water
- normal

MonsterType
Enumeration

- Dragon
- Wizzard
- Ork
- Kraken
- Goblin
- FireElv

role
Enumeration

- admin
- player

APIServer

HeaderInfo
Klasse

⊿ Eigenschaften
- 🔧 key
- 🔧 value

⊿ Methoden
- ⬡ HeaderInfo

MyServer
Klasse

⊿ Felder
- 🔷 is_connected
- 🔷 listener
- 🔷 port

⊿ Methoden
- ⬡ ClientHandler
- ⬡ EndConnection
- ⬡ MyServer
- ⬡ StartListening

ServerReply
Klasse

⊿ Felder
- 🔷 mut

⊿ Eigenschaften
- 🔧 ContentType
- 🔧 Data
- 🔧 Protocoll
- 🔧 Status

⊿ Methoden
- ⬡ BadRequest
- ⬡ DELETE
- ⬡ GET
- ⬡ HandlingRequest
- ⬡ OuttaRange
- ⬡ POST
- ⬡ PUT
- ⬡ ServerReply

RequestKontext
Klasse

⊿ Eigenschaften
- 🔧 Authorization
- 🔧 Body
- 🔧 HeaderInforma…
- 🔧 Options
- 🔧 Protocol
- 🔧 Type

⊿ Methoden
- ⬡ GetRequest
- ⬡ RequestKontext