

## MCTG Class Library

**DBManagmentF...**  
Static Klasse

Methoden

- ReadyUpForFight
- UpdatePlayerSt...

**DBManagmentS...**  
Static Klasse

Methoden

- Show\_stats

**DBManagmentT...**  
Static Klasse

Methoden

- Check\_trade\_ex...
- CheckIfCardNo...
- 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
- SignOut

**DBManagment...**  
Static Klasse

Methoden

- Edit\_data
- Show\_Players\_...

**DB Managment...**  
Static Klasse

Methoden

- AddUser

**DB ManagmentP...**  
Static Klasse

Methoden

- Acquire\_Card
- Add\_cards\_to\_s...
- Check\_enough\_...
- Decreasing\_coi...
- Get\_number\_of...
- Get\_type\_ele...

Geschachtelte Typen

**Card\_Type...**  
Struktur

**DB ManagmentS...**  
Static Klasse

Methoden

- Has\_Cards
- Show\_acquired...

**DB Managment...**  
Static Klasse

Methoden

- Configure\_Deck
- Has\_Deck
- Show\_Deck

**FightSystem**  
Static Klasse

Felder

- draw
- Warteschlange

Eigenschaften

- Count\_responses
- Log
- looser
- ResetEvent
- winner

Methoden

- InitFight
- Startfight

**HeaderInfo**  
Klasse

Eigenschaften

- key
- value

Methoden

- HeaderInfo

**TreadingDeal**  
Klasse

Eigenschaften

- CardToTrade
- ID
- MinimumDama...
- Type

**User**  
Klasse

Felder

- Deck

Eigenschaften

- Bio
- Email
- Name
- Password
- Role
- Username

**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

