**General Overview for view:**

The class diagram above shows the View package and its eight classes: MainMenuView, CreateGameView, JoinGameView, LobbyView, GameView, GameOverView, Panel, and Display. A single window frame is made and encapsulated by Display, which then contains one Panel of any of the Client’s six possible views and changes throughout the Client’s lifetime. Each view has its own class that defines how that view is displayed and organized and how it updates itself when the .... Views also contain Buttons which turn user actions into responses from HanabiController and in turn cause changes in the Client model. The CreateGameView and JoinGameView also contain TextFields that are used to get