

View
+ height: double + width: double + gameStateModel: GameStateModel + clientStateModel: ClientStateModel + controller: Controller + canvas: Canvas + graphicsContext: GraphicsContext
+ View(double newHight, double newWidth) + setGameStateModel(GameStateModel gameStateModel): void + setClientStateModel(ClientStateModel clientStateModel): void + setController(Controller controller): void + setLayoutChildren(): void + modelChanged(String modelField): void + drawLogIn(): void + drawStartMenu(): void + drawCreateGame(): void + drawJoinGame(): void + drawWaiting(): void + drawGameTable(): void + drawGameState(): void