

Controller
+ gameStateModel: GameStateModel + clientStateModel: ClientStateModel + socket: Socket + bufferedReader: BufferedReader + inputStreamReader: InputStreamReader + printStream: PrintStream + event: Map + eventStack: LinkedList<Map> - currentState: String
+ Controller(String newCurrentState) + setGameStateModel(GameStateModel gameStateModel): void + setClientStateModel(ClientStateModel clientStateModel):void + receiveServerData(): void + parseJSON(JSONObject jsonObject): void + sendMove(JSONObject jsonObject): void + packStream(Map move): void + evalEvent(Map event): void + initialModel(Map event): void + initialGame(Map event): void + handleInputEvent(MouseEvent mouseEvent): void