UML – Labb3

MainFrame

- mainFramLayout: BorderLayout   
- boardDimension: Dimension

+ MainFrame()

Labb3

*+ move*: int  
*- currentMessage*: String

+ main(u : String[]) : void  
- createAndShowGUI():**void**  
+ getFrame()  
- setFrame(MainFrame frame): **void**  
+ getThegame()  
+ setThegame(  
Boardgame thegame): **void**

Boardgame

+ move(int i): boolean  
+ getStatus(int i): String  
+ getMessage():String  
+ getStats():int[]

RockPaperScissors

*-* currentMessage: String  
*-* status: String[]  
*-* player: boolean  
*-* stats: int[]  
- server: Server

+ RockPaperScissors()  
+ move(int i): boolean  
+ getStatus(int i): String  
+ getMessage():String  
+ getStats():int[]

Indata

+ *indata*: ArrayDeque<Integer>  
- *scan*: Scanner  
- socket: Socket  
- in: BufferedReader  
- ut: PrintWriter

+ nextInt():**int**  
+ push(**int** element): **void**

Server

- server: String  
- serverIP: **int**  
- socket: Socket  
- in: BufferedReader  
- ut: PrintWriter

+ Server()  
+ write(String text): **void**  
+ read():String

ViewControl

- stenIcon: ImageIcon  
- saxIcon: ImageIcon  
- paseIcon: ImageIcon  
- stenIcon2: ImageIcon  
- saxIcon2: ImageIcon  
- paseIcon2: ImageIcon  
+ buttons: GameButton[]

+ ViewControl()

GameButton

- buttonDimension: Dimension  
- active: boolean  
- blueIcon: ImageIcon  
- greenIcon: ImageIcon  
- value: int

+ GameButton(ImageIcon icon, ImageIcon icon2, int i)  
+ toggleState(): void  
+ actionPerformed(  
ActionEvent e): void

MainPanel

- outputFeild: JLabel  
- summeryFeild: JLabel  
- resultFeild: JTextArea

+ MainPanel()  
+ getMessage(): JLabel  
+ setMessage(String mess): void  
+ update():void