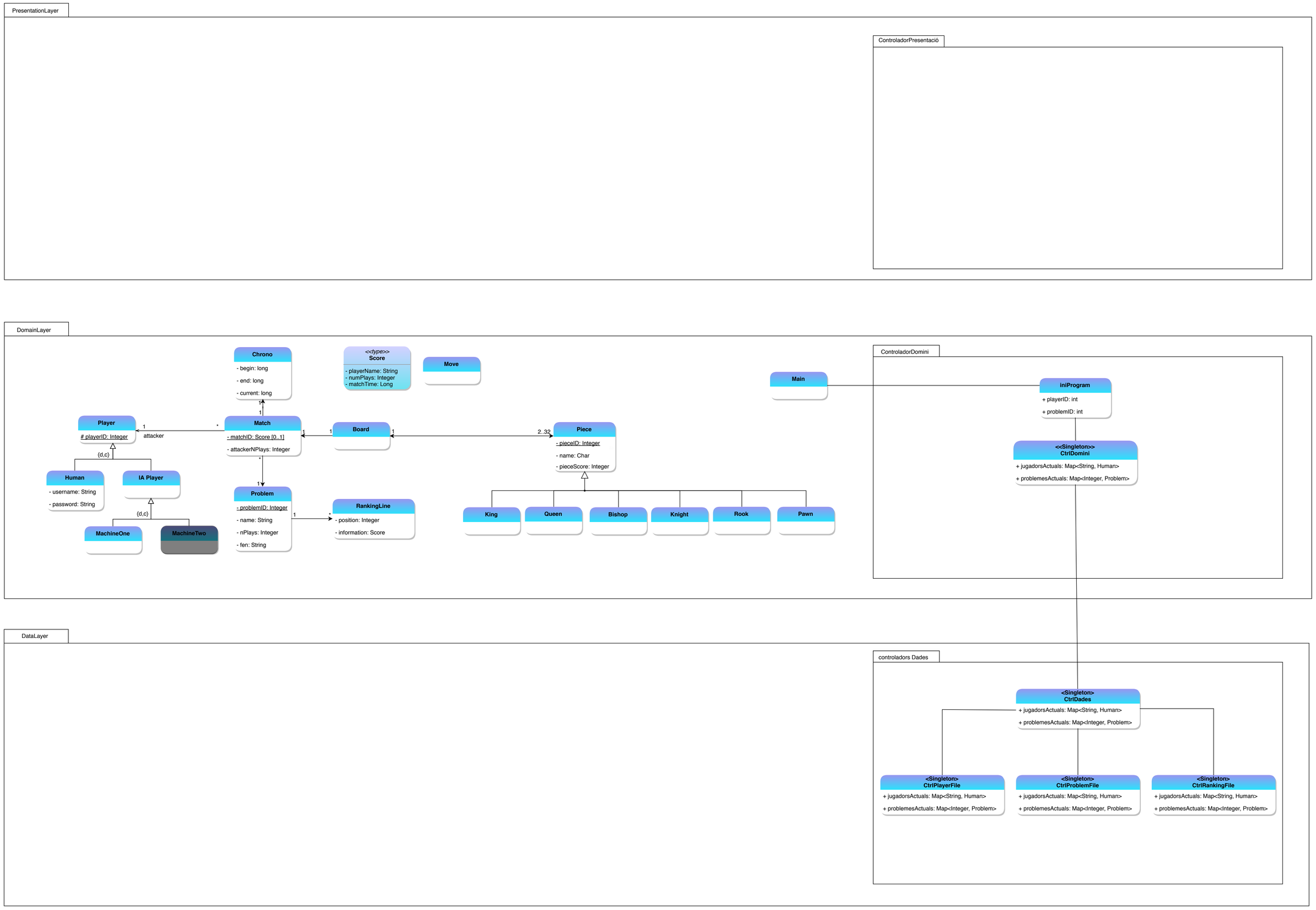
PresentationLayer
ControladorPresentació
DomainLayer
Chrono
- begin: long
- end: long
- current: long
<<type>>
Score
- playerName: String
- numPlays: Integer
- matchTime: Long
Move
Main
ControladorDomini
iniProgram
+ playerID: int
+ problemID: int
Player
playerID: Integer
1
attacker
*
Match
- matchID: Score [0..1]
- attackerNPlays: Integer
1
1
Board
1
2..32
Piece
- pieceID: Integer
- name: Char
- pieceScore: Integer
<<Singleton>>
CtrlDomini
+ jugadorsActuals: Map<String, Human>
+ problemesActuals: Map<Integer, Problem>
{d,c)
Human
- username: String
- password: String
IA Player
{d,c}
MachineOne
MachineTwo
Problem
- problemID: Integer
- name: String
- nPlays: Integer
- fen: String
1
*
RankingLine
- position: Integer
- information: Score
King
Queen
Bishop
Knight
Rook
Pawn
DataLayer
controladors Dades
<Singleton>
CtrlDades
+ jugadorsActuals: Map<String, Human>
+ problemesActuals: Map<Integer, Problem>
<Singleton>
CtrlPlayerFile
+ jugadorsActuals: Map<String, Human>
+ problemesActuals: Map<Integer, Problem>
<Singleton>
CtrlProblemFile
+ jugadorsActuals: Map<String, Human>
+ problemesActuals: Map<Integer, Problem>
<Singleton>
CtrlRankingFile
+ jugadorsActuals: Map<String, Human>
+ problemesActuals: Map<Integer, Problem>