Project 3 Class Diagram

Sunday, November 5, 2017   12:20 PM

Main Menu Form
-attempt: int
-numberPlayers: int
+IP: string
+Port: string
+PLayerName: string
+ConnectedPlayers: string
+Status: string
-ClientSocket: Socket

-void ConnectToServer()
-void ReceiveLoop()
-void Exit()
-void SendMessage(string)
-void ReceiveResponse()
-void ReceievePlayerName()

Server Form
+IP: String
+Port: String
+NumberOfPlayers: int
+ToAlert: List<string>
+JoiningIsDone: bool
-components: Icontainer
-Server_socket: Socket
-Clients: List<Player>
-BUFFER_SIZE: const int
- PORT: const int
- Buffer: readonly byte[]

-Dispose(bool disposing)
-void ServerSetUp()
-void ServerShutDown()
-void Accept(IASyncResult)
-void Receive(IAsyncResult)
-void alertNewPlayer()
+string GetLocalIPAddress()
-void ReadyUp()
+void Cprint(string)

Game Driver

+ deck: Deck
+ cardInPlay: Card
+ isOver: bool
+players: List<Player>
+currentPlayer: Player

CardTable Form

+cardNum: int
+ chips: int

Card

value: Integer
chipsOnCard: Integer

Deck
deck: List<Card>

+ void shuffle()
+ bool isEmpty()
+ Card topCard()

Player

+ mSocket: Socket
+ nextPlayer: Player
+cards: List<int>
+mname: String
+ chips: int
+ mState: PlayerState
+mPlayerNumber: int

+int Score()