



```
+ handlePlayerWon(Player winningPlayer) : void
+ handleCardPlayed(Player played, Card playedCard) : void
+ handleDrawPenalty(Player player, int penaltyCards) : void
+ handleWildCardChosen(Player player, Card chosenColor) : void
+ setPlayerName(String name) : void
+ handleUnoAnnounced(Player player) : void
+ handleGameOver() : void
+ handleInvalidMove() : void
+ handleDeckEmpty() : void
+ handleReverseDirection() : void
```