Communication Protocole

Client Action:	Client Command to Server:
Button 'Options'	SETTINGS
Button 'Save Settings'	CHANGE SETTINGS <AI/PL> <9x/13/19>
Button 'Exit Settings'	CLOSE SETTINGS
Button 'Start Game'	START
Button 'Exit'/ Closing MainMenu window	EXIT
GameBoard MouseListener	GAME MOVE POSX:<> POSY:<> (KILL)
Button 'Pass'	GAME PASS
Button 'Send'	GAME SEND BARGAIN <W/B> <X Y Z W...<numbers>>
Button 'Accept'	GAME ACCEPT BARGAIN <W/B>
Button 'Decline'	GAME DECLINE BARGAIN <W/B>
Button 'Resign' / Closing BoardFrame window	EXIT GAME

Client Command to Server:	Response from Server:
SETTINGS	OPEN SETTINGS
CHANGE SETTINGS <AI/PL> <9x/13/19>	CLOSE SETTINGS
CLOSE SETTINGS	CLOSE SETTINGS
START	--WAIT OPPONENT
	--OPENBOARD<AI/PL><9X/13/19> <W/B>
EXIT	EXIT
GAME MOVE POSX:<> POSY:<> (KILL)	--GAME DISABLE BOARD
	--GAME ENABLE BOARD NEWSTONE POSX:<number> POSY:<number> (KILL)
GAME PASS	– /to opponent/ GAME OPPONENT PASS
	-- GAME BARGAIN START (MARK)
GAME SEND BARGAIN <W/B> <X Y Z W...<numbers>>	--- GAME BARGAIN WAIT
	--/to opponent/ GAME BARGAIN CHOOSE
GAME ACCEPT BARGAIN <W/B>	GAME FINISH
GAME DECLINE BARGAIN <W/B>	GAME BARGAIN MARK
	/to opponent/ GAME BARGAIN DECLINE WAIT
EXIT GAME	EXIT GAME
	/to opponent/ GAME ABORT

Clarification:
„--" means possible responses from one client command (always one of listed)
„/to opponent/" means response send to opponent by GameSession.class
„< / / >" means either of ones between backslash
„()" means optional

Response from Server:	ClientAction:
OPEN SETTINGS	Show SettingsFrame, hide MainMenu
CLOSE SETTINGS	Hide SettingsFrame, show MainMenu
WAIT OPPONENT	Show WaitingFrame, hide MainMenu
OPEN BOARD <AI/PL> <9X/13/19> <W/B>	Show BoardFrame, hide MainMenu
EXIT	Close application
GAME DISABLE BOARD	RemoveMouseListener from BoardFrame, disable pass button
GAME ENABLE BOARD NEWSTONE POSX:<> POSY:<> (KILL)	AddMouseListener to BoardFrame, put opponent stone, delete dead stones, change in game info
GAME OPPONENT PASS	AddMouseListener to BoardFrame, change in game info
GAME BARGAIN START (MARK)	Enable 'Send' button, addBargainMouseListner to board
GAME BARGAIN WAIT	Disable all buttons
GAME BARGAIN CHOOSE	Enable 'Accept' and 'Decline'buttons
GAME FINISH	Change in game info, disable buttons
GAME BARGAIN DECLINE WAIT	Disable all buttons
GAME ABORT	Show info dialog, change in game info