pkg ingsw

client

view

<<interface>>
View

GUI

GUIResources

GUIApp

- scenesMap   key : int   **SceneController**

GUI

CLI

scenes

GUIScene   - currentController

NumberOfPlayersScene   ErrorScene   EndGameScene   SavedGamesScene

NotMyTurnScene   TakeCardsScene   PutCardsScene   LoginScene

controller

InputController

ClientMain

ClientController   key : int

connection

ConnectionClient   <<interface>>
RMIClientConnection

ConnectionSocket   ConnectionRMI

- playersBookshelf

- myPersGoal

utils

ModelPropertyChange

Position   *Utils*

<<enum>>
comGoalDescription

commons

<<enum>>
TurnPhase   **ItemCard**

<<enum>>
HouseItem   <<enum>>
ItemNumber

- positions

server

connection

- server

<<interface>>
RMI   ClientHandlerSocket   ClientHandlerRmi

RMIInterface   *ClientHandler*

gameExceptions

NoBookshelfSpaceException   EmptyCardBagException

NotSameSelectedException   NoRightItemCardSelection

- clientHandlerMap

controller

ConnectionControl   key : int

GameController

Server

model

<<interface>>
ModelInterface

GameModel   key : int

- playerMap

Player   Bookshelf

<<enum>>
PersGoal   key : int

comGoals

CG11_12   CG10   CG9   CG8

CG6_7

ComGoal   CG1   CG2_5   CG3_4

Board