

ount
g
String,int) String String ring) ing)

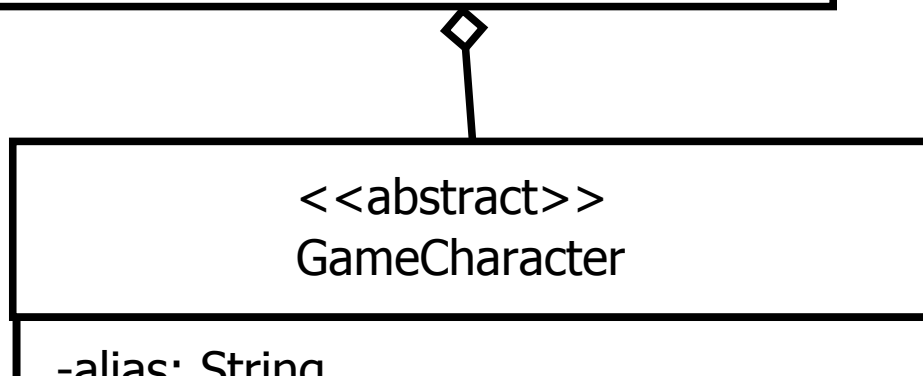
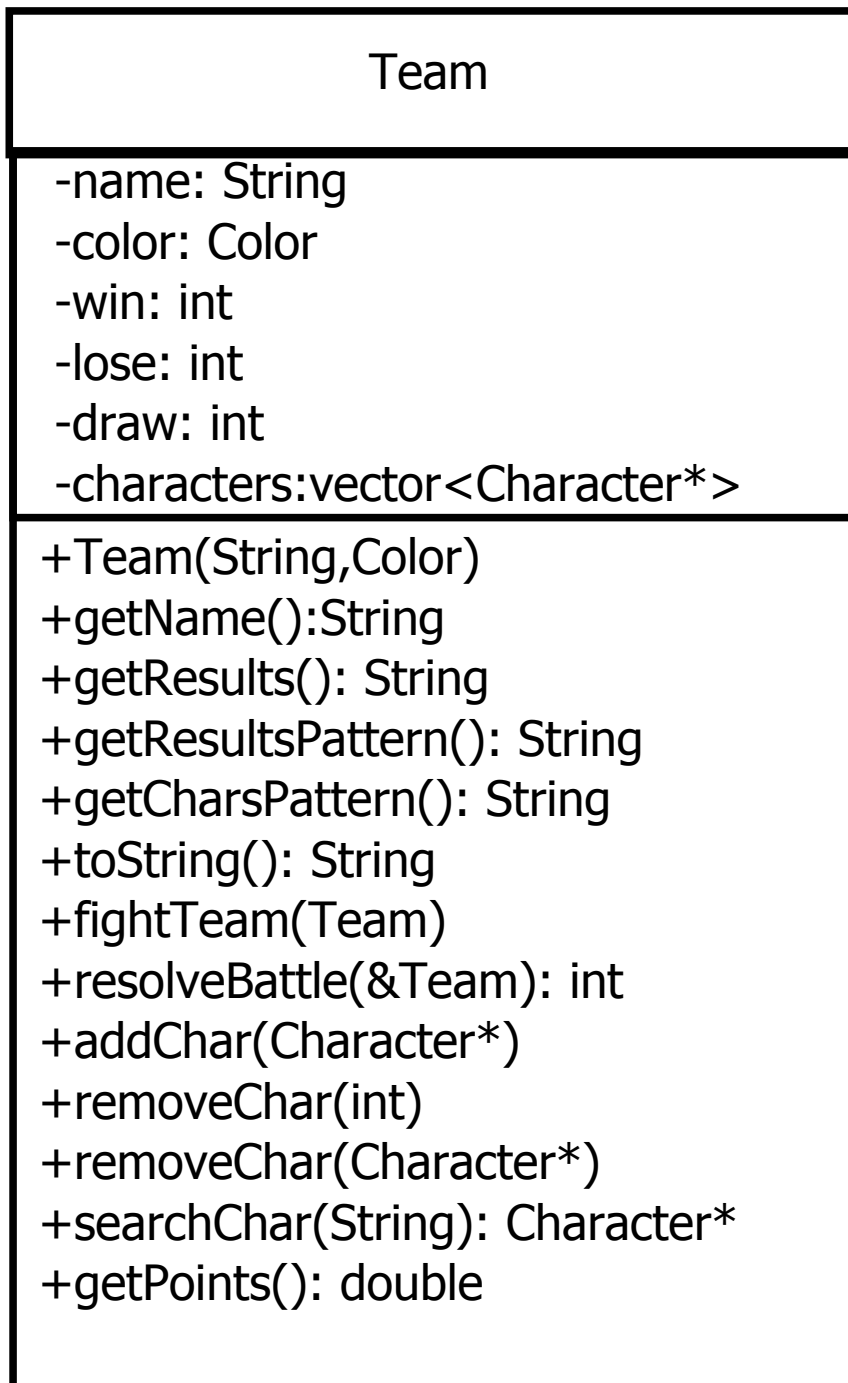
-dat +las -per
+acco +tear +chal +iter +initl +Data +loac +save +getf +getf +inse +inse

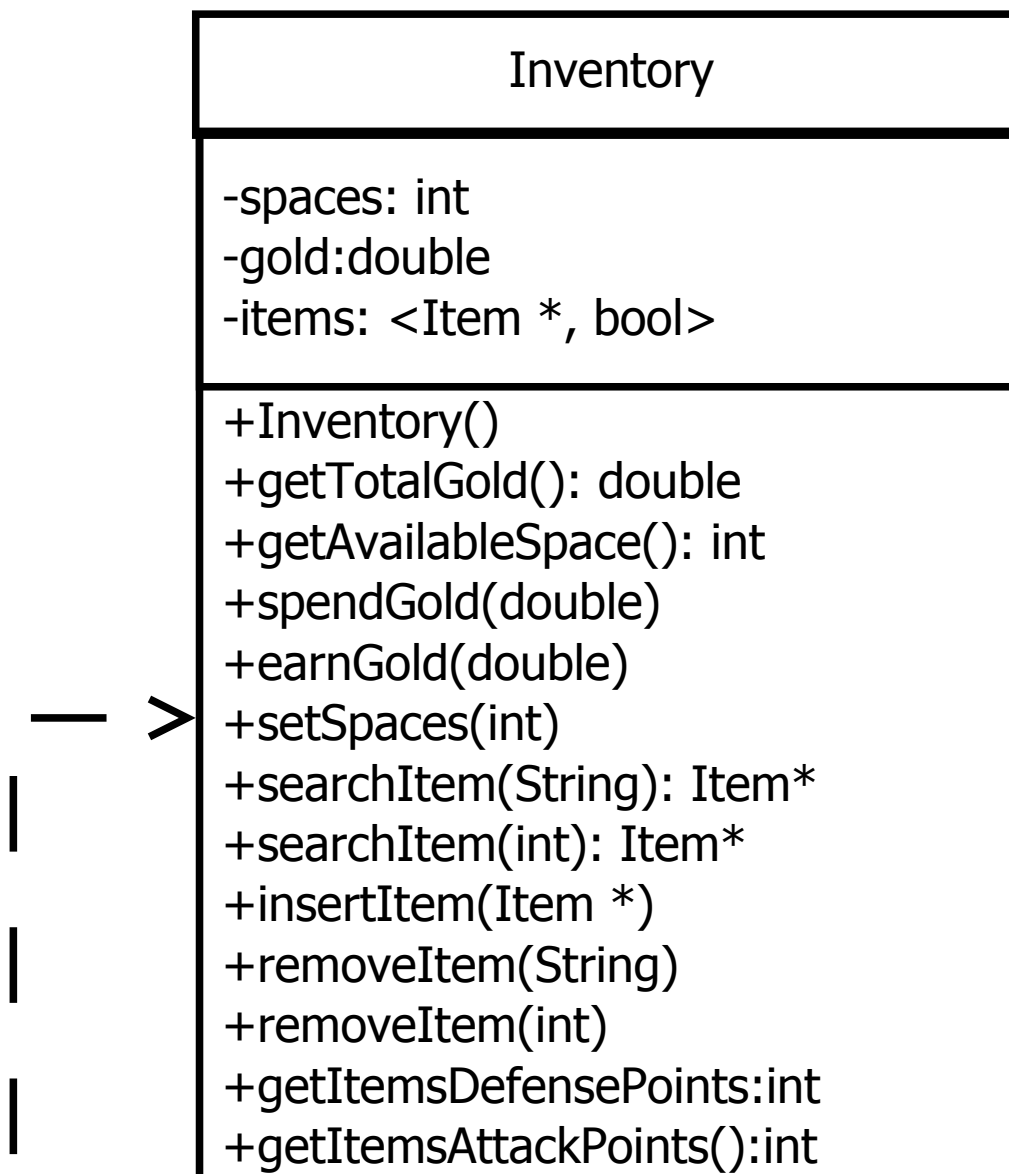
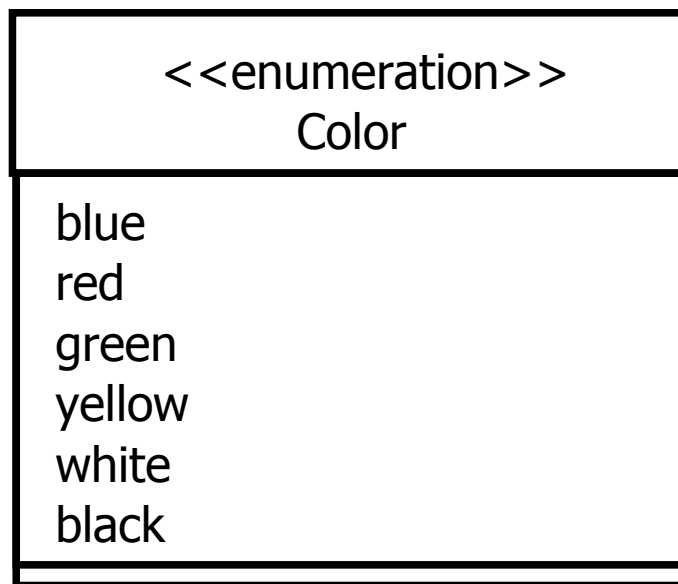


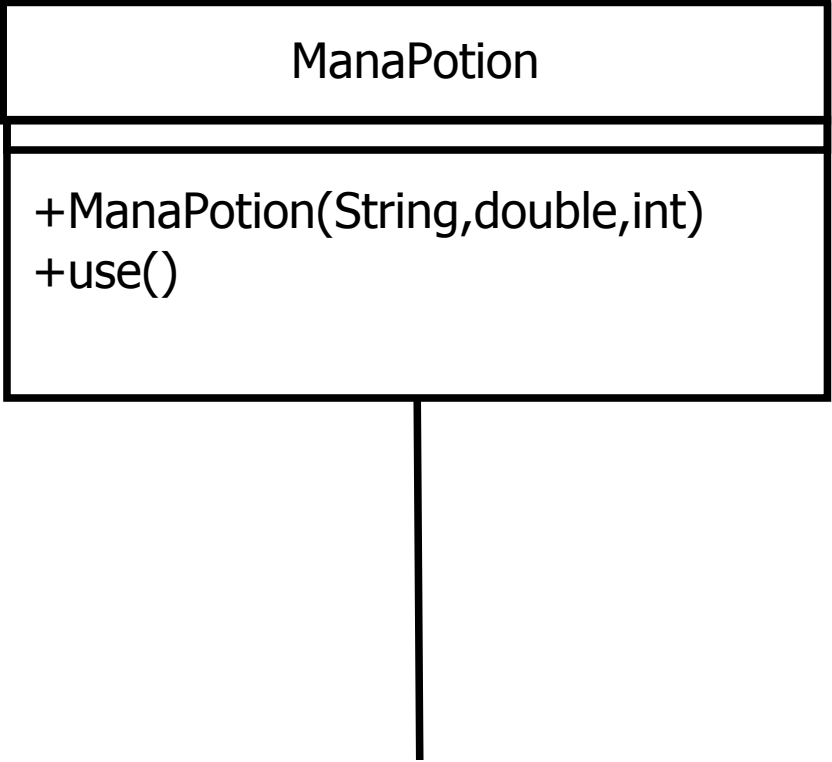
Database

a:Map<Integer,t>
stId:int
sistentClass: Class<R>

ountsDb: Database<Account>
nsDb: Database<Team>
ractersDb: Database<GameCharacter>
nsDb: Database<Item>
Databases()
abase(Class<T<)
lDatabase()
eDatabase()
EntryByField(String,Object):T
EntryById(int):T
ertEntry(T):int
ertEntry(int,T):int







HealthPotion
HealthPotion(String,double,int) use()

-logPacket:Boolean

+writeError(String,Exc +logPacket(String)
--

Parsing

+parseData(Player,String)

ception)

-socket:Socket
-account:Account
-thread:Thread
-ip:String

+Player(Socket)
+getAccount()
+getSocket()
+getThread()
+getIp():String
+setAccount(Account)
+sendData(String)
+disconnect()
+run()

-port:int
-bindIp:String
-backlog:int
-server:ServerSocket
-players:List<Player>
-mainThread:Thread

Player

cket
ccount
read

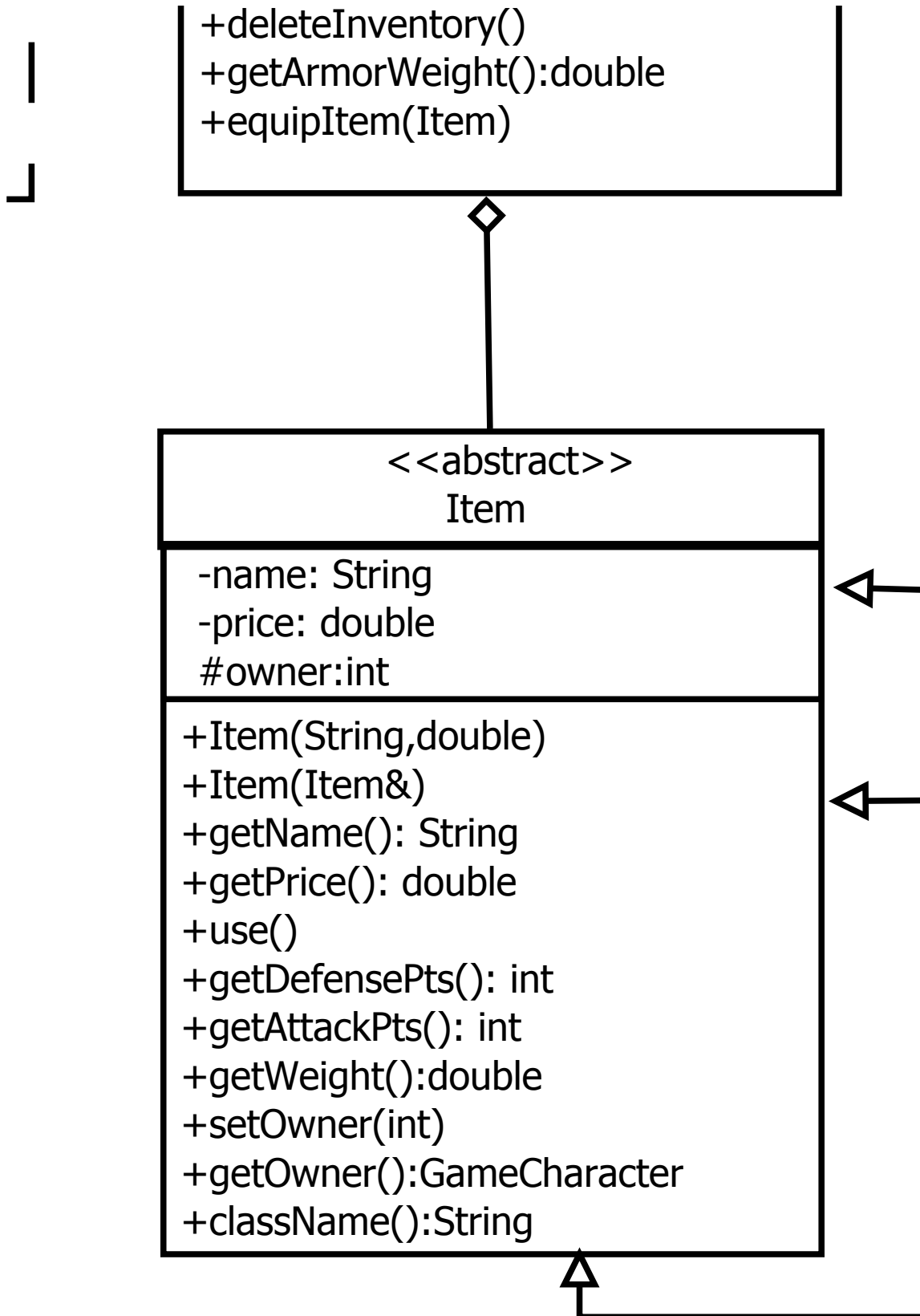
cket)
it():Account
():Socket
l():Thread
ring
t(Account)
String)
t()

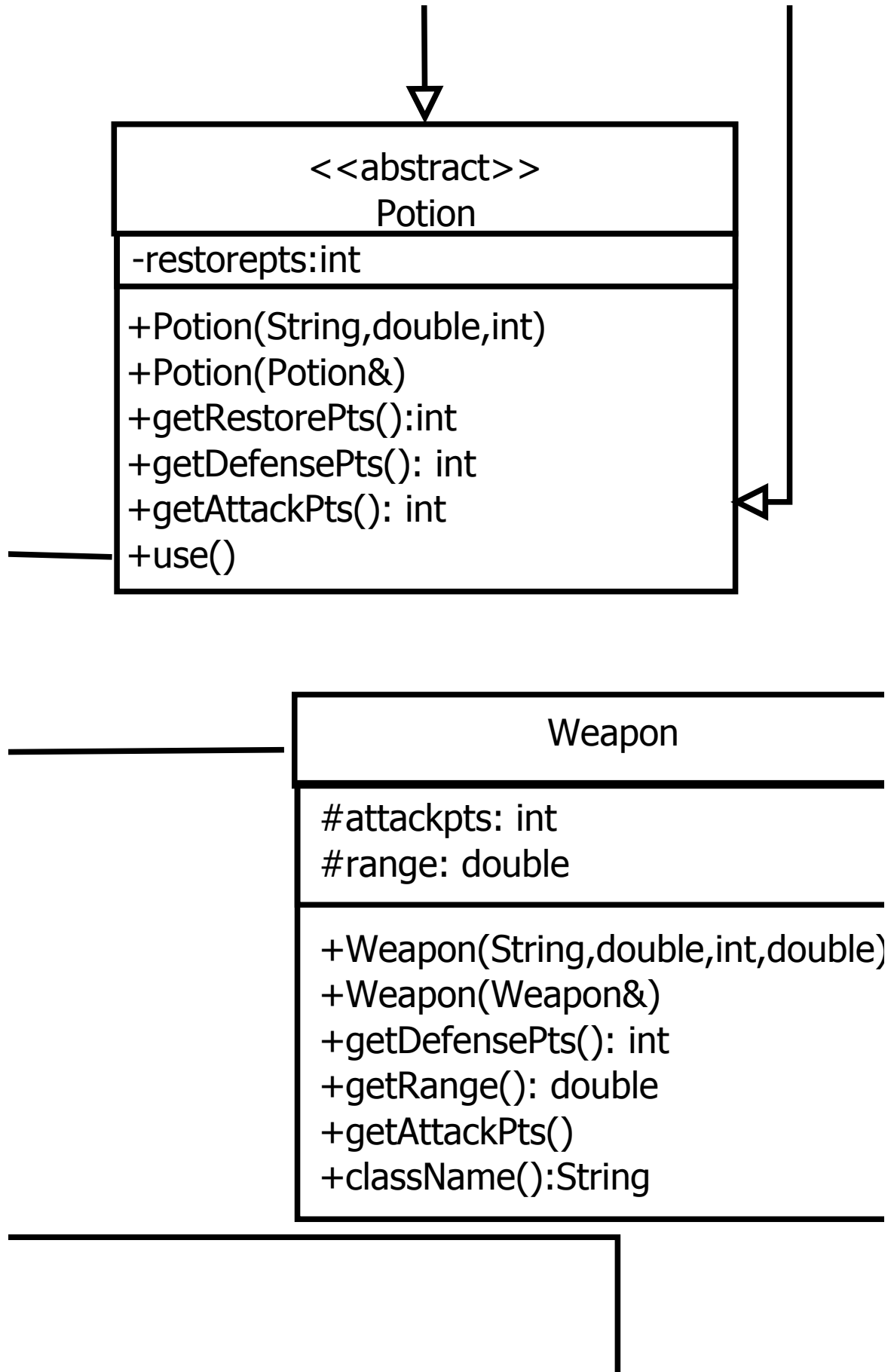
Server

t
:String
g:int
:ServerSocket
sList:ArrayList<Player>
hread:Thread

and: String
-myitems: Inventory
-HP: int
-MP: int
#XP: int
#strenght: int
#speed: int
#dexterity: int
#constitution: int

#RandomDouble(double,double):double
#RandomInt(int,int): int
+Gamecharacter(String)
+getName(): String
#getDefensePoints(): int
#getAttackPoints(): int
+attack(*Character)
+addXP(int)
+setStrenght(int)
+setSpeed(int)
+setDexterity(int)
+setConstitution(int)
#inflictDamage(int)
+setAccuracy(int)
+addItem(Item)
+deleteItem(Item)
+addHP(int)
+addMP(int)
+deleteCharacter()
+getSpeed():int
+equipItem(item)





]

.....

-isRunn

+start()

+start(i

+start(i

+start(i

+shutd

+getIsF

+getSo

+getPla

+onPlay

+inPlay

Thread

isRunning: Boolean

()

start()

start(String)

start(String, int)

stop()

isRunning(): Boolean

getSocket(): ServerSocket

getPlayerslist(): ArrayList<Player>

playerDisconnect(player)

playerConnect(Player)

#power: int

+Knight(String
#getAttackPts
#getDefenseP
+attack(Char
+addPower(ir
+className()

