### OperationValidator

- temp\_map: ArrayList<Territory>
- playerID: int
- validatedactions: Action
- + isValidInitOperation(InitOperation initop, int totalunit): int
- + isValidMoveOperation(MoveOperation moveop) : int
- + is Valid Attack Operation (Attack Operation attackop): int
- getRemainingUnit(int totalunit) : int
- isValidPath(Territory src, Territory dest) : boolean
- isAdjacent(Territory src, Territory dest) : boolean

UserMessage

- username: String

- password: String

- login: boolean

### RoomMessage

roomList:

ArrayList<Room>

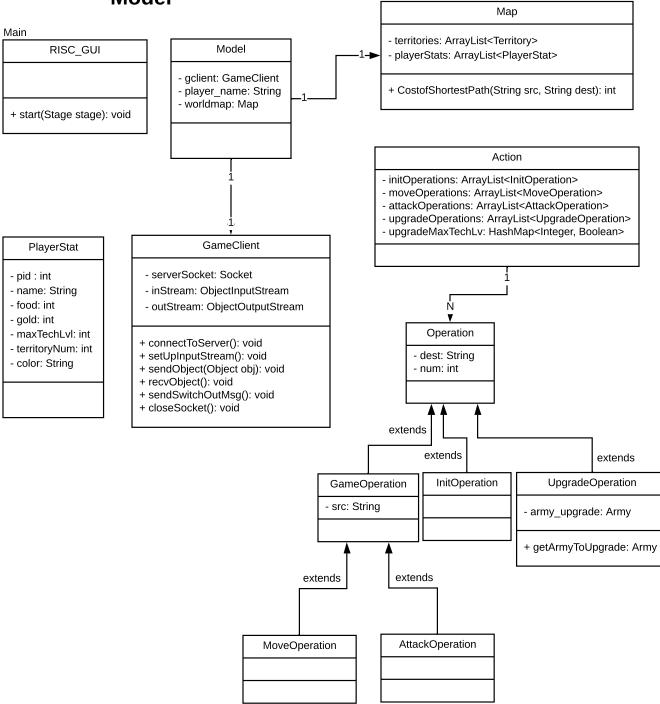
- valid: boolean



### Room

- gid: int
- playerNum: int
- full: boolean

## Model



# Controller

