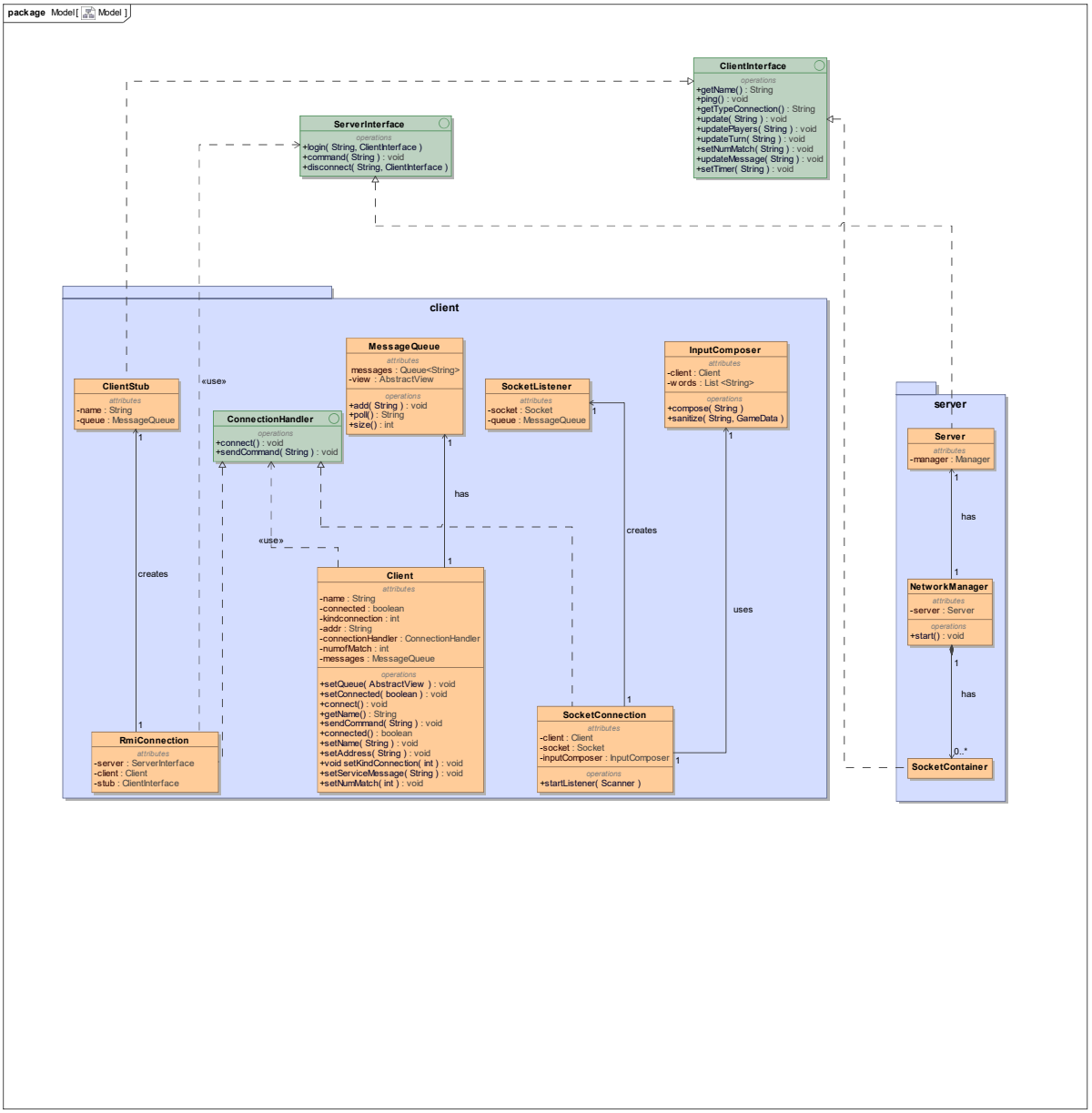
package Model [Model]
ClientInterface
operations
+getName() : String
+ping() : void
+getTypeConnection() : String
+update(String) : void
+updatePayers(String) : void
+updateTurn(String) : void
+setNumMatch(String) : void
+updateMessage(String) : void
+setTimer(String) : void
ServerInterface
operations
+login(String, ClientInterface)
+command(String) : void
+disconnect(String, ClientInterface)
client
MessageQueue
attributes
messages : Queue<String>
-view : AbstractView
operations
+add(String) : void
+poll() : String
+size() : int
InputComposer
attributes
-client : Client
-words : List <String>
operations
+compose(String)
+sanitize(String, GameData)
ClientStub
attributes
-name : String
-queue : MessageQueue
«use»
ConnectionHandler
operations
+connect() : void
+sendCommand(String) : void
SocketListener
attributes
-socket : Socket
-queue : MessageQueue
server
Server
attributes
-manager : Manager
has
creates
«use»
Client
attributes
-name : String
-connected : boolean
-kindconnection : int
-addr : String
-connectionHandler : ConnectionHandler
-numofMatch : int
-messages : MessageQueue
operations
+setQueue(AbstractView) : void
+setConnected(boolean) : void
+connect() : void
+getName() : String
+sendCommand(String) : void
+connected() : boolean
+setName(String) : void
+setAddress(String) : void
+void setKindConnection(int) : void
+setServiceMessage(String) : void
+setNumMatch(int) : void
uses
NetworkManager
attributes
-server : Server
operations
+start() : void
RmiConnection
attributes
-server : ServerInterface
-client : Client
-stub : ClientInterface
SocketConnection
attributes
-client : Client
-socket : Socket
-inputComposer : InputComposer
operations
+startListener(Scanner)
SocketContainer
0..*