CLIENT

XML

- tmpFileName : String
- + constructorParameters
- + fromXML
- + parsePlayerElement
- + parsePaddleElement
- + parseBallElement
- + parsePowerUps
- + parsePowerUpElement
- + getChildElement
- + getChildElementValue
- + convertStringToType
- + fieldToXML
- + createPlayerElement
- + createPaddleElement
- + createBallElement
- + createPowerUpElement

LoadingPanel

- + constructor
- + getPreferredSize
- + paintComponent

EndingPannel

- win : Boolean
- + constructorParameters
- + getPreferredSize
- + paintComponent

TcpClient

- clientSocket : Socket
- in : BufferedReader
- out : PrintWriter
- response : String
- + constructorParameters
- + startGame
- + receiveFirstField
- + updateField

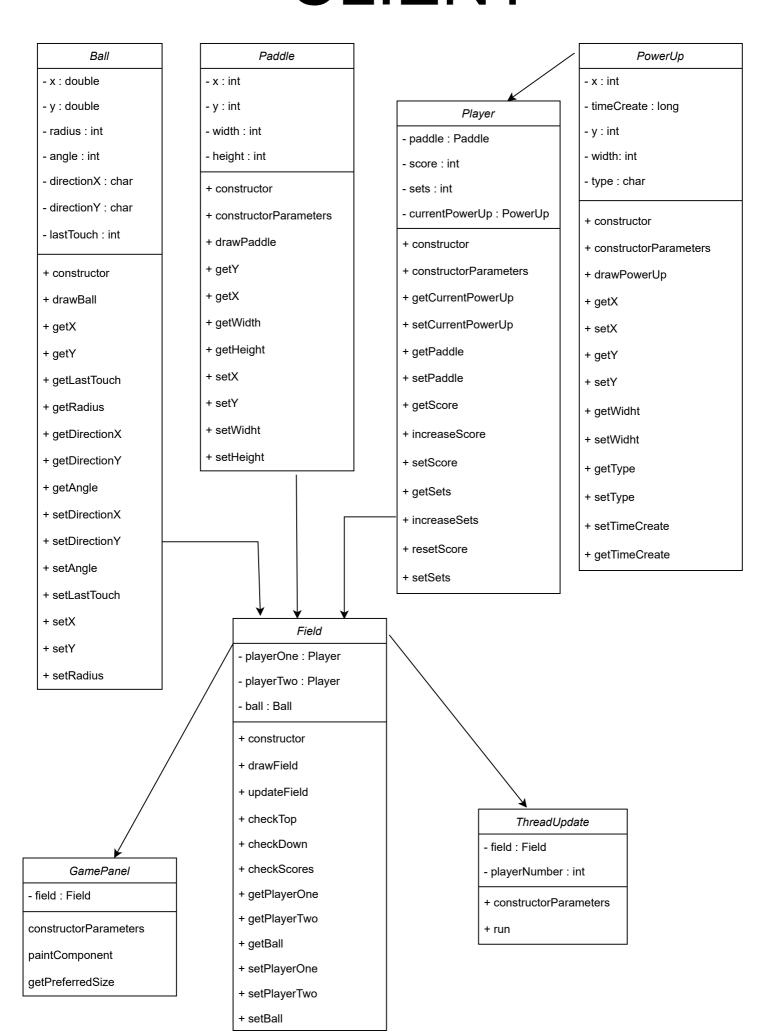
Listener

- lastPressedKeyCode : int
- + keyPressed
- + keyReleased
- + keyTyped
- + getLastKeyPressed

GUI

- finestra : JFrame
- keyListener : Listener
- gameTimer : Timer
- type : char
- WIDTH: int
- HEIGHT: int
- + constructorParameters
- + stopGame
- + chiudiFinestra
- + creaFinestra
- + getListener
- + getFrame

CLIENT



SERVER

XML

- tmpFileName : String

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- + fromXML
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- + createPlayerElement
- + createPaddleElement
- + createBallElement
- + createPowerUpElement

TcpServer

- serverSocket : ServerSocket

- connectedClients : int

- clientSockets : Socket[]

- + constructor
- + startGame
- + sendGeneratedFiled
- + updateFields

SERVER

Ball Paddle PowerUp - x : double - x : int - x : int - y : double - timeCreate : long - y : int Player - radius : int - width : int - y : int - paddle : Paddle - angle : int - height: int - width: int - score : int - directionX : char - type : char + constructor - sets : int - directionY : char - currentPowerUp : PowerUp + constructorParameters + constructor - lastTouch : int + getY + constructor + constructorParameters - BALL_SPEED : int + getX + constructorParameters + movePowerUp + getWidth + constructor + getCurrentPowerUp + getX + getHeight + constructorParameters + setCurrentPowerUp + setX + setX + generateBall + getPaddle + getY + updateBallCoordinates + setY + setPaddle + setY + setWidht + getX + getScore + getWidht + setHeight + getY + increaseScore + setWidht + getLastTouch + setScore + getType + getRadius + getSets + setType + getDirectionX + increaseSets + setTimeCreate + getDirectionY + resetScore + getTimeCreate + getAngle + setSets + setDirectionX + setDirectionY Field - playerOne : Player + setAngle + setLastTouch - playerTwo : Player - ball : Ball + setX + setY + constructor

+ updateField

+ checkWallHit + checkPaddleHit

+ checkScores

+ getPlayerOne

+ getPlayerTwo

+ setPlayerOne + setPlayerTwo

+ getBall

+ setBall

+ generatePowerUp

+ checkPowerUpBlockHit

+ setRadius

FieldUpdater - f : Field + constructorParameters + swapInfo + controls + getField + setField