Package RmiInterfaces

<<Interface>>
LoginInterface

+ login(nickname: String, password: String, connection: ClientInterface): FlowHandlerInterface

---

<<Interface>>
FlowHandlerInterface

+ chooseSchema(schemaNumber: Integer) throws RemoteException, GameNotStartedException,

   GameOverException, WindowAlreadySetException

+ placeDice(row: int, column: int, dice: Dice)throws RemoteException, GameOverException,

   NotYourTurnException, NoAdjacentDiceException, DiceAlreadyExtractedException,

   BadAdjacentDiceException, FirstDiceMisplacedException, ConstraintViolatedException,

   DiceNotInDraftPoolException, NoSameColorDicesException, GameNotStartedException,

   ToolCardInUseException, DiceAlreadyHereException

+ useToolCard(cardName: String) throws RemoteException, GameNotStartedException, GameOverException,

   NoSuchToolCardException, ToolcardAlreadyUsedException, NotYourSecondTurnException, AlreadyDraftedException,

   NoDiceInRoundTrackException, InvalidFavorTokenNumberException, NotEnoughFavorTokenException,

   NoDiceInWindowException, NotYourTurnException, NotDraftedYetException, NotYourFirstTurnException,

   NoSameColorDicesException, NothingCanBeMovedException, NotEnoughDiceToMoveException,

   PlayerSuspendedException, ToolCardInUseException

+ continueToolCard() throws RemoteException, GameNotStartedException, GameOverException, NoSuchToolCardException,

   ToolcardAlreadyUsedException, NotYourSecondTurnException, AlreadyDraftedException, NoDiceInRoundTrackException,

   InvalidFavorTokenNumberException, NotEnoughFavorTokenException, NoDiceInWindowException, NotYourTurnException,

   NotDraftedYetException, NotYourFirstTurnException, NoSameColorDicesException, NothingCanBeMovedException,

   NotEnoughDiceToMoveException, PlayerSuspendedException

+ pass() throws RemoteException, GameNotStartedException, GameOverException, NotYourTurnException

+ logout() throws RemoteException

+ newGame() throws RemoteException

<<Interface>>
ClientInterface

+ notifyLogin(nickname: String) throws RemoteException

+ notifyLogin(nickname: List<String>) throwsRemoteException

+ notifyLogout(nickname: String) throwsRemoteException

+ notifySchemas(schemas: List<Schema>) throws RemoteException

+ notifyRound(currentRound: String, draftPool: List<Dice>, newRound: boolean, roundTrack: List<Dice>) throws RemoteException

+ notifyOthersSchemas(playersSchemas: Map<String, Schema>) throws RemoteException

+ notifyDicePlaced(nickname: String, row: int, column: int, dice: Dice) throws RemoteException

+ notifyToolCardUse(player: String, toolCard: String, window: Window, draftPool: List<Dice>, roundTrack: List<Dice>) throws RemoteException

+ notifyGameInfo(toolCardsMap: Map<String, Boolean>, publicGoals: List<String>, privateGoal: String) throws RemoteException

+ notifyReconInfo(windows: Map<String, Window>, favorToken: Map<String, Integer>, roundTrack: List<Dice>, toolCardName: String)
  throws RemoteException

+ notifyEndGame(scores: List<Score>) throws RemoteException

+ notifySuspension(nickname: String) throws RemoteException

+ askDiceWindow(prompt: String, rollback: boolean): Coordinate throws RemoteException

+ askDiceDraftPool(prompt: String, rollback: boolean): Dice throws RemoteException

+ askDiceRoundTrack(prompt: String, rollback: boolean): int throws RemoteException

+ askIfPlus(prompt: String, rollback: boolean): boolean throws RemoteException

+ askDiceValue(prompt: String, rollback: boolean): int throws RemoteException

+ askMoveNumber(prompt: String, number: int, rollback: boolean): int throws RemoteException

+ showDice(dice: Dice) throws RemoteException

+ alertDiceInDraftPool(dice: Dice) throws RemoteException