

Package RmiInterfaces

<div>&lt;&lt;Interface&gt;&gt;</div> <div>LoginInterface</div>
<div>+ login(nickname: String, password: String, connection: ClientInterface): FlowHandlerInterface</div>

<div>&lt;&lt;Interface&gt;&gt;</div> <div>FlowHandlerInterface</div>
<div>+ chooseSchema(schemaNumber: Integer) throws RemoteException, GameNotStartedException, GameOverException, WindowAlreadySetException</div>
<div>+ placeDice(row: int, column: int, dice: Dice)throws RemoteException, GameOverException, NotYourTurnException, NoAdjacentDiceException, DiceAlreadyExtractedException, BadAdjacentDiceException, FirstDiceMisplacedException, ConstraintViolatedException, DiceNotInDraftPoolException, NoSameColorDicesException, GameNotStartedException, ToolCardInUseException, DiceAlreadyHereException</div>
<div>+ useToolCard(cardName: String) throws RemoteException, GameNotStartedException, GameOverException, NoSuchToolCardException, ToolcardAlreadyUsedException, NotYourSecondTurnException, AlreadyDraftedException, NoDiceInRoundTrackException, InvalidFavorTokenNumberException, NotEnoughFavorTokenException, NoDiceInWindowException, NotYourTurnException, NotDraftedYetException, NotYourFirstTurnException, NoSameColorDicesException, NothingCanBeMovedException, NotEnoughDiceToMoveException, PlayerSuspendedException, ToolCardInUseException</div>
<div>+ continueToolCard() throws RemoteException, GameNotStartedException, GameOverException, NoSuchToolCardException, ToolcardAlreadyUsedException, NotYourSecondTurnException, AlreadyDraftedException, NoDiceInRoundTrackException, InvalidFavorTokenNumberException, NotEnoughFavorTokenException, NoDiceInWindowException, NotYourTurnException, NotDraftedYetException, NotYourFirstTurnException, NoSameColorDicesException, NothingCanBeMovedException, NotEnoughDiceToMoveException, PlayerSuspendedException</div>
<div>+ pass() throws RemoteException, GameNotStartedException, GameOverException, NotYourTurnException</div>
<div>+ logout() throws RemoteException</div>
<div>+ newGame() throws RemoteException</div>

<div>&lt;&lt;Interface&gt;&gt;</div> <div>ClientInterface</div>
<div>+ notifyLogin(nickname: String) throws RemoteException</div>
<div>+ notifyLogin(nickname: List&lt;String&gt;) throwsRemoteException</div>
<div>+ notifyLogout(nickname: String) throwsRemoteException</div>
<div>+ notifySchemas(schemas: List&lt;Schema&gt;) throws RemoteException</div>
<div>+ notifyRound(currentRound: String, draftPool: List&lt;Dice&gt;, newRound: boolean, roundTrack: List&lt;Dice&gt;) throws RemoteException</div>
<div>+ notifyOthersSchemas(playersSchemas: Map&lt;String, Schema&gt;) throws RemoteException</div>
<div>+ notifyDicePlaced(nickname: String, row: int, column: int, dice: Dice) throws RemoteException</div>
<div>+ notifyToolCardUse(player: String, toolCard: String, window: Window, draftPool: List&lt;Dice&gt;, roundTrack: List&lt;Dice&gt;) throws RemoteException</div>
<div>+ notifyGameInfo(toolCardsMap: Map&lt;String, Boolean&gt;, publicGoals: List&lt;String&gt;, privateGoal: String) throws RemoteException</div>
<div>+ notifyReconInfo(windows: Map&lt;String, Window&gt;, favorToken: Map&lt;String, Integer&gt;, roundTrack: List&lt;Dice&gt;, toolCardName: String) throws RemoteException</div>
<div>+ notifyEndGame(scores: List&lt;Score&gt;) throws RemoteException</div>
<div>+ notifySuspension(nickname: String) throws RemoteException</div>
<div>+ askDiceWindow(prompt: String, rollback: boolean): Coordinate throws RemoteException</div>
<div>+ askDiceDraftPool(prompt: String, rollback: boolean): Dice throws RemoteException</div>
<div>+ askDiceRoundTrack(prompt: String, rollback: boolean): int throws RemoteException</div>
<div>+ askIfPlus(prompt: String, rollback: boolean): boolean throws RemoteException</div>
<div>+ askDiceValue(prompt: String, rollback: boolean): int throws RemoteException</div>
<div>+ askMoveNumber(prompt: String, number: int, rollback: boolean): int throws RemoteException</div>
<div>+ showDice(dice: Dice) throws RemoteException</div>
<div>+ alertDiceInDraftPool(dice: Dice) throws RemoteException</div>