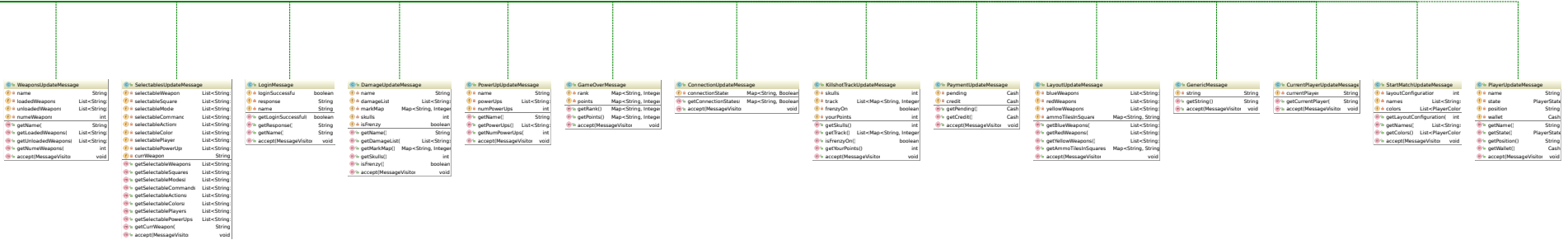


```

class MessageUpdate {
    % LOGIN_MESSAGE_PREFI String
    % GENERIC_MESSAGE_PREFI String
    % LAYOUTUPDATE_MESSAGE_PREFI String
    % KILLSHOTUPDATE_MESSAGE_PREFI String
    % CURRENTLYPLAYINGUPDATE_MESSAGE_PREFI String
    % STARTINGCHARTUPDATE_MESSAGE_PREFI String
    % PLAYERUPDATE_MESSAGE_PREFI String
    % INVENTUPDATE_MESSAGE_PREFI String
    % WEAPONUPDATE_MESSAGE_PREFI String
    % POWERUPDATE_MESSAGE_PREFI String
    % SELECTUPDATE_MESSAGE_PREFI String
    % DAMAGEUPDATE_MESSAGE_PREFI String
    % CONNECTIONUPDATE_MESSAGE_PREFI String
    % GAMEOVER_MESSAGE_PREFI String
    % acceptMessageVisitor void
}

```



```

class EventUpdate {
    LOGIN_PREFI String
    SQUARESELECTED_PREFI String
    ACTORSELECTED_PREFI String
    PLAYERSELECTED_PREFI String
    WEAPONSELECTED_PREFI String
    MOOSESELECTED_PREFI String
    COMMANDSELECTED_PREFI String
    COLORSELECTED_PREFI String
    POWERUPSELECTED_PREFI String
    acceptEventVisitor void
}

```



```

class MessageVisitor {
    visitLoginMessage() void
    visitGenericMessage() void
    visitLayoutUpdateMessage() void
    visitKillshotUpdateMessage() void
    visitCurrentPlayerUpdateMessage() void
    visitPaymentUpdateMessage() void
    visitWeaponUpdateMessage() void
    visitPowerUpUpdateMessage() void
    visitStartMainUpdateMessage() void
    visitDamageUpdateMessage() void
    visitGameOverMessage() void
}

```

```

class EventVisitor {
    visitLoginEvent() void
    visitSquareSelectedEvent() void
    visitActorSelectedEvent() void
    visitPlayerSelectedEvent() void
    visitWeaponSelectedEvent() void
    visitMooseSelectedEvent() void
    visitCommandSelectedEvent() void
    visitColorSelectedEvent() void
    visitPowerUpSelectedEvent() void
}

```

```

class CommonProperties {
    PMSG_PONG_DELAY long
    PMSG_NAME String
    PONG_NAME String
}

```