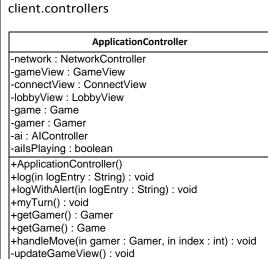


Alle klassen die door de client van de Rolit applicatie worden gebruikt



+Application/Controller()
+log(in logEntry: String): void
+logWithAlert(in logEntry: String): void
+myTurn(): void
+getGamer(): Gamer
+getGame(): Game
+handleMove(in gamer: Gamer, in index: int): void
-updateGameView(): void
+connectFailed(): void
+connectionAstablished(in gamerName: String): void
+startGame(in players: ArrayList): void
+actionPerformed(in event: ActionEvent): void
+challenged(in challenger: String): void
+handleChat(in msg: String, in sender: String): void
+keyReleased(in event: ActionEvent): void
+sendChat(in msg: String): void
+update(in o, in arg: Object): void
+keyTyped(in event: ActionEvent): void
+keyPressed(in event: ActionEvent): void
+updateLobby(): void
+endGame(in message: String): void
+endGame(in message: String): void
+gotKicked(): void

-gotKicked() : void

AlController

-board : Board
-gamers : ArrayList

+AlController(in aBoard : Board, in aGamers : ArrayList)

+calculateBestMove(in color : int, in board : Board, in move : int) : int

NetworkController -appController : ApplicationController -port : int -host : InetAddress -socket : Socket -lobby : ArrayList -in : BufferedReader -out : BufferedWriter -startupCommand : String +NetworkController(in aHost : InetAddress, in aPort : int, in controller : ApplicationController, in aStartCommand : String) +run() : void +sendCommand(in msg : String) : void +executeCommand(in msg : String) : void +disconnect() : void +getLobby() : ArrayList

-board : Board -gamers : ArrayList +AlController(in aBoard : Board, in aGamers : ArrayList) +calculateBestMove(in color : int, in board : Board, in move : int) : int

, in ller,

-hostField: JTextField
-portField: JTextField
-nickField: JTextField
-viewController: ApplicationController
+ConnectView(in aController: ApplicationController)
+buildView(): void
+alert(in message: String): void
+enableControlls(): void
+disableControlls(): void
+getHost(): String
+getPort(): String
+getNick(): String
+getConnectButton(): JButton

ConnectView

client.views

-connectButton : JButton

joinButton : JButton

-challengeButton : JButton

-chatButton: JButton
-chatArea: JTextArea
-chatMessage: JTextField
-challengeList: JList
-joinLoader
-viewController: ApplicationController
+LobbyView(in aController: ApplicationController)
+buildView(): void
+alert(in message: String): void
+message(in message: String): void
+challengeReceived(in challenger: String): int
+getSpinnerValue(): int
+getJoinButton(): JButton
+getChatMessage(): JTextField
+getChatButton(): JButton
+getChatButton(): JButton
+getChallengeList(): JList

+getChallengeButton(): JButton

+startLoading(): void +stopLoading(): void -places: ArrayList
-chatButton: JButton
-chatArea: JTextArea
-chatMessage: JTextField
-viewController: ApplicationController
+GameView(in aController: ApplicationController)
+buildView(): void
+componentResized(in e: ActionEvent): void
+disableAllButtons(): void
+componentHidden(in arg0: ActionEvent): void
+componentMoved(in arg0: ActionEvent): void
+componentShown(in arg0: ActionEvent): void
+getSlotsList(): ArrayList
+getChatMessage(): JTextField
+getChatArea(): JTextArea
+getChatButton(): JButton

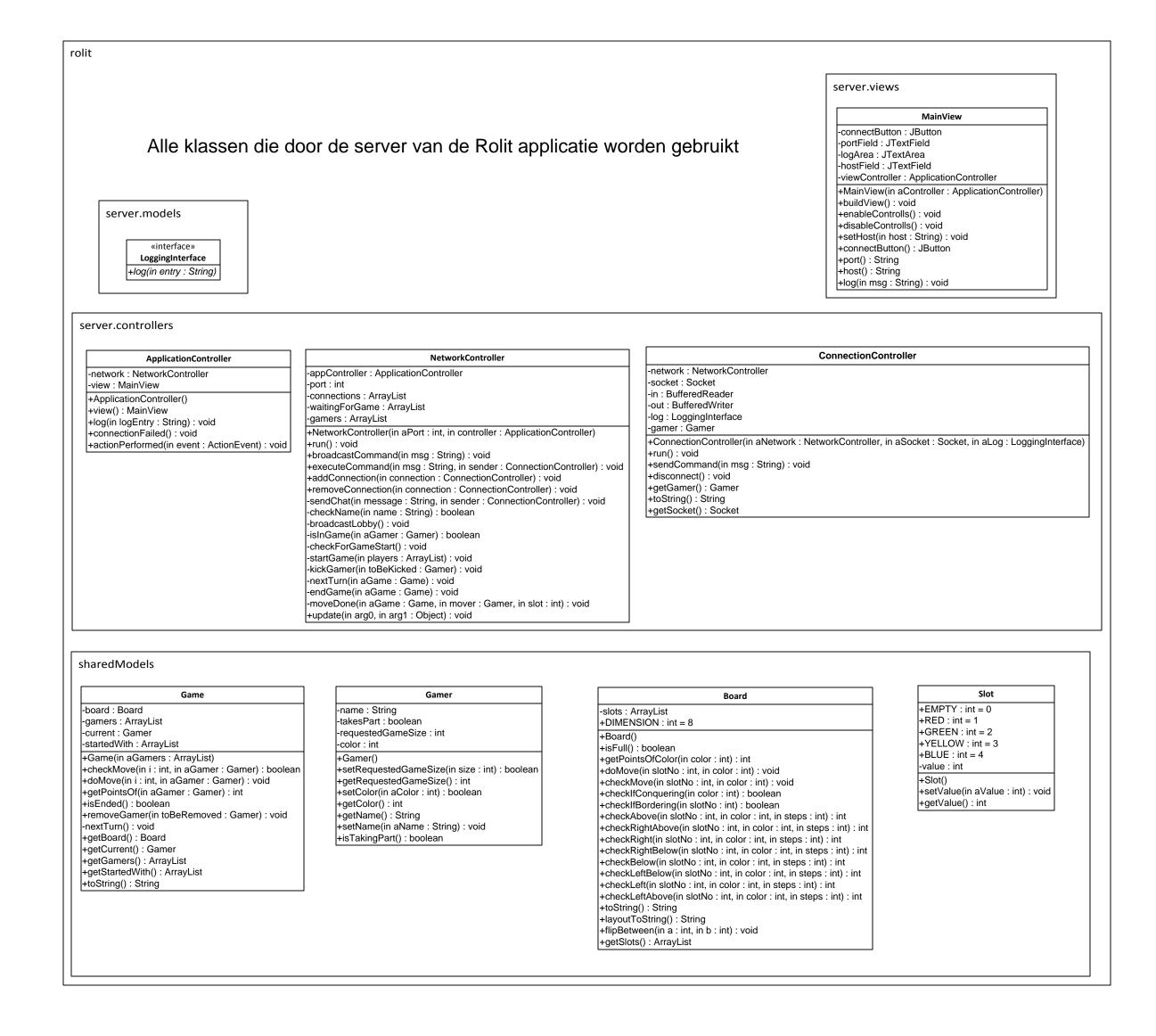
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shared Models

-board : Board
-gamers : ArrayList
-current : Gamer
-startedWith : ArrayList
+Came(in aGamers : ArrayList)
+checkMove(in i : int, in aGamer : Gamer) : boolean
+doMove(in i : int, in aGamer : Gamer) : void
+getPointsOf(in aGamer : Gamer) : int
+isEnded() : boolean
+removeGamer(in toBeRemoved : Gamer) : void
-nextTurn() : void
+getBoard() : Board
+getCurrent() : Gamer
+getGamers() : ArrayList
+getStartedWith() : ArrayList
+toString() : String

-name: String
-takesPart: boolean
-requestedGameSize: int
-color: int
+Gamer()
+setRequestedGameSize(in size: int): boolean
+getRequestedGameSize(): int
+setColor(in aColor: int): boolean
+getColor(): int
+getName(): String
+setName(in aName: String): void
+isTakingPart(): boolean

-slots : ArrayList +DIMENSION : int = 8 +Board() +isFull() : boolean +getPointsOfColor(in color : int) : int +doMove(in slotNo : int, in color : int) : void +checkMove(in slotNo : int, in color : int) : void +checklfConquering(in color : int) : boolean +checklfBordering(in slotNo : int) : boolean +checkAbove(in slotNo: int, in color: int, in steps: int): int +checkRightAbove(in slotNo: int, in color: int, in steps: int): int +checkRight(in slotNo : int, in color : int, in steps : int) : int +checkRightBelow(in slotNo : int, in color : int, in steps : int) : int +checkBelow(in slotNo : int, in color : int, in steps : int) : int +checkLeftBelow(in slotNo : int, in color : int, in steps : int) : int +checkLeft(in slotNo : int, in color : int, in steps : int) : int +checkLeftAbove(in slotNo : int, in color : int, in steps : int) : int +toString() : String +layoutToString() : String +flipBetween(in a : int, in b : int) : void +getSlots() : ArrayList



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