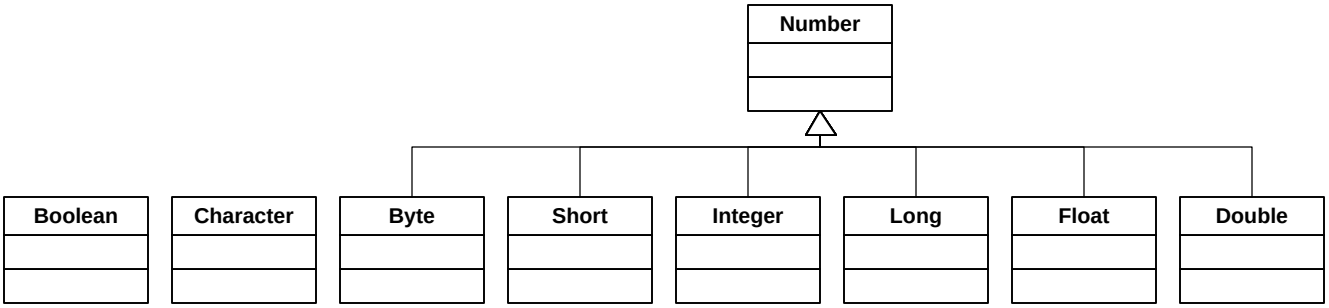
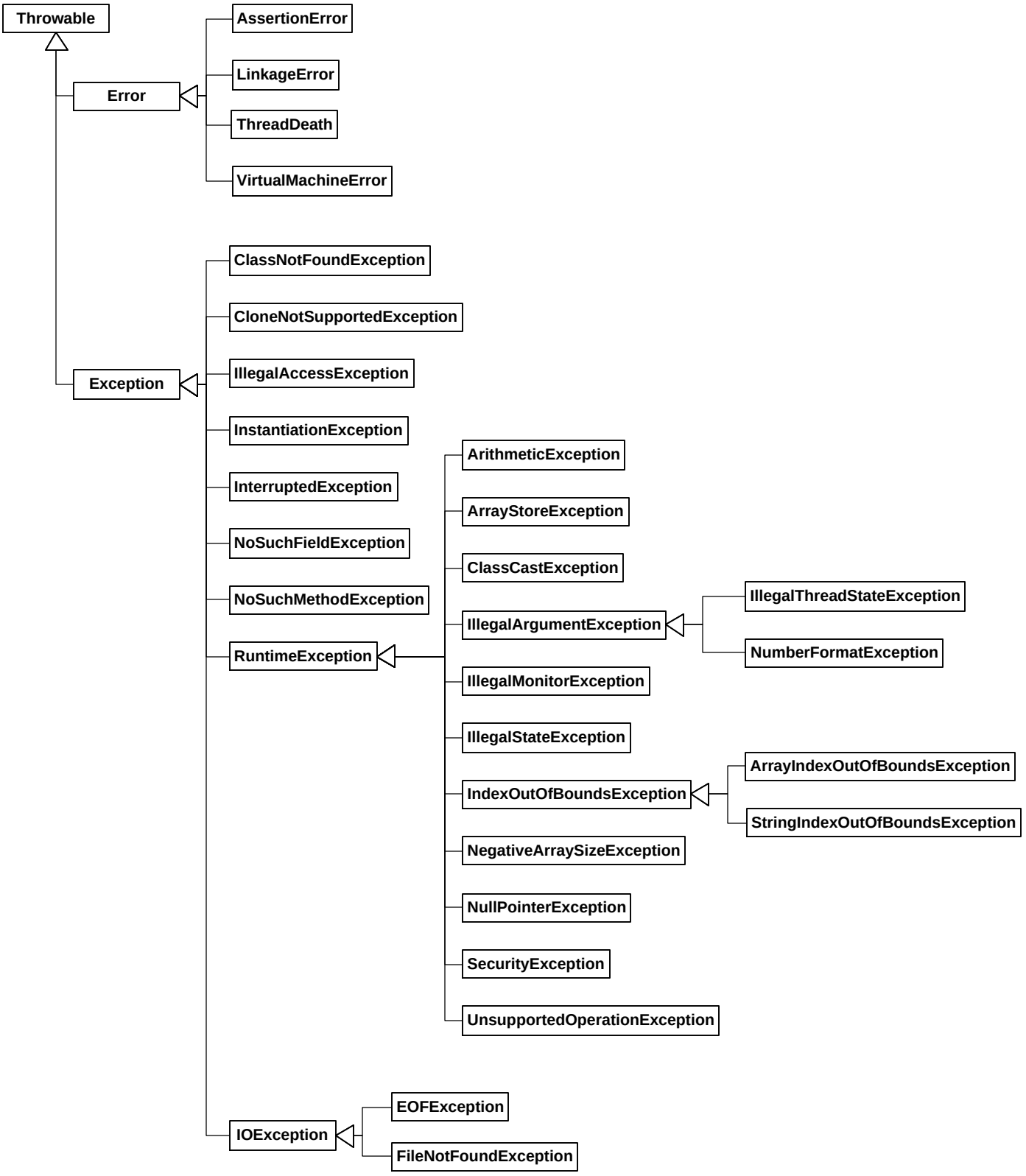
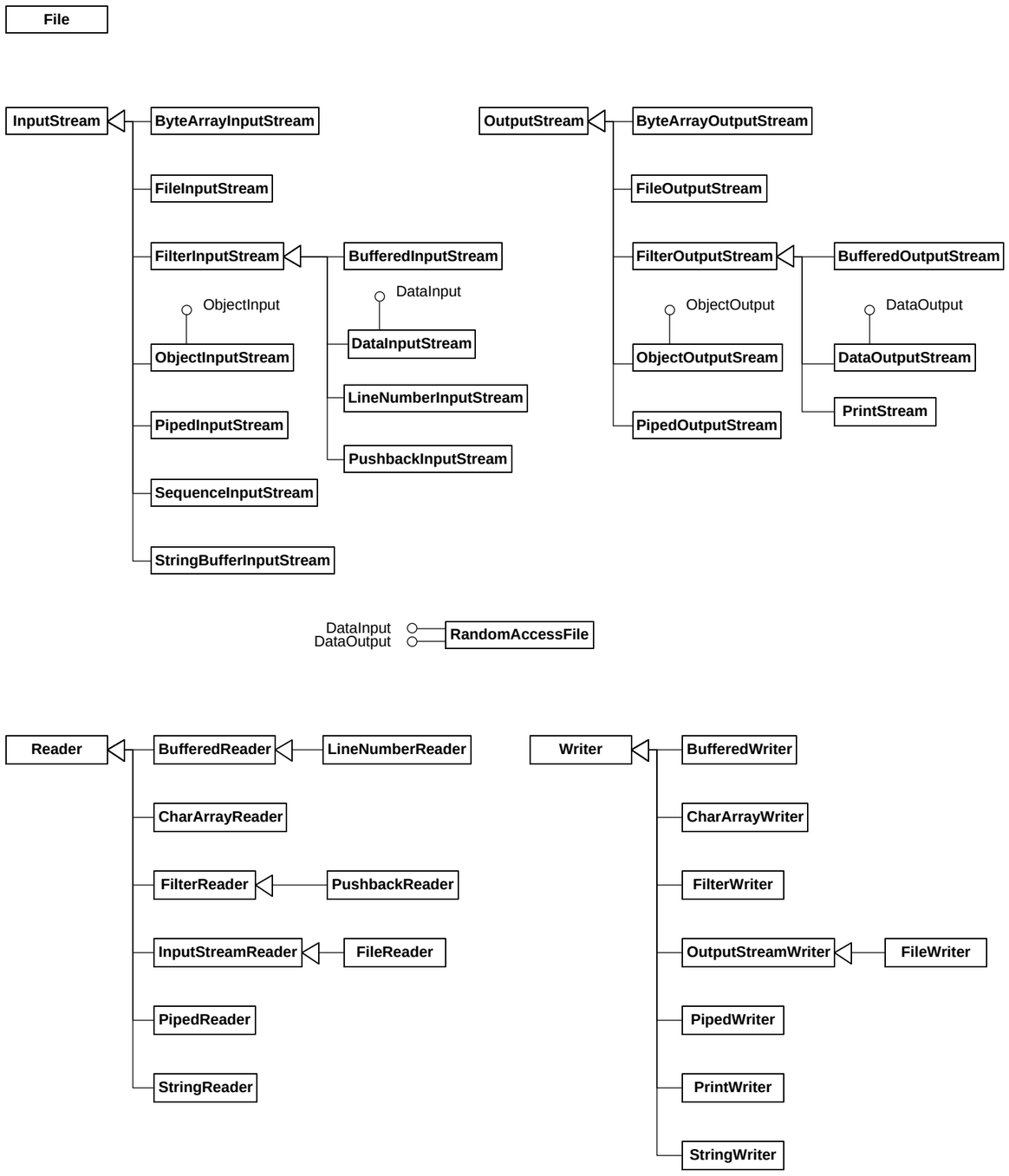

Number
Boolean
Character
Byte
Short
Integer
Long
Float
Double

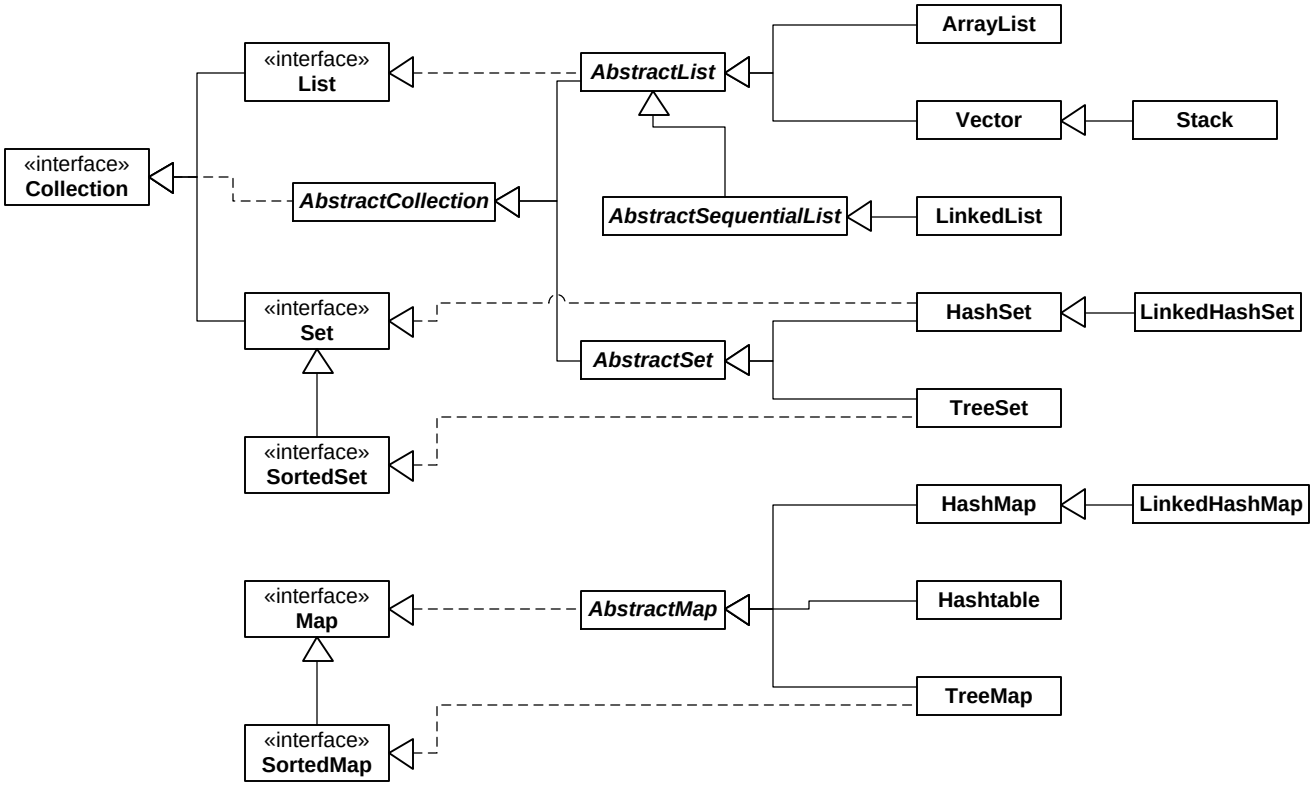
Errors and Exceptions in java.lang



Java I/O (java.io.*)



Java Collections (java.util.*)

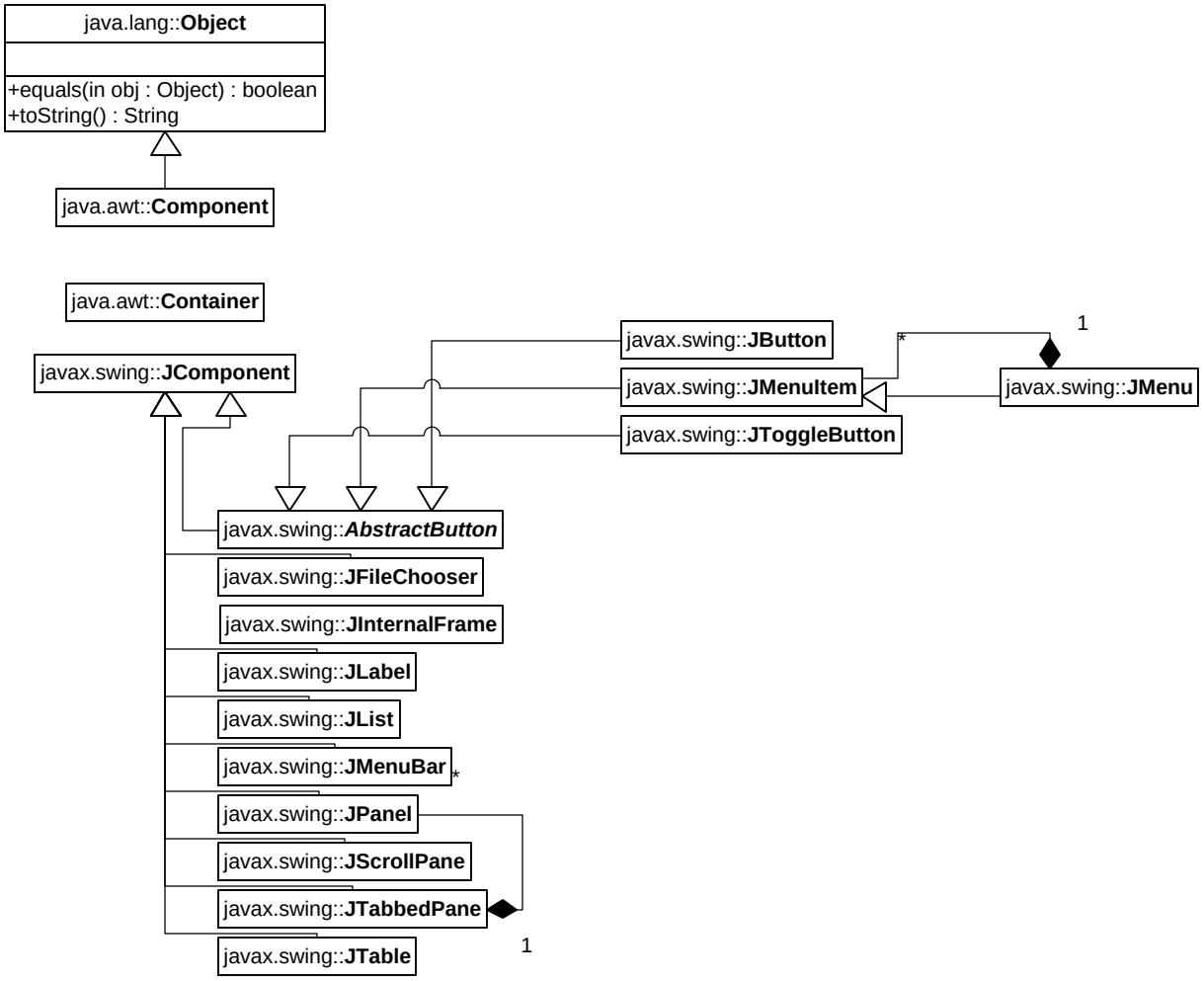


«interface» **Iterator**
+hasNext() : boolean *+next() : Object* *+remove() : void*

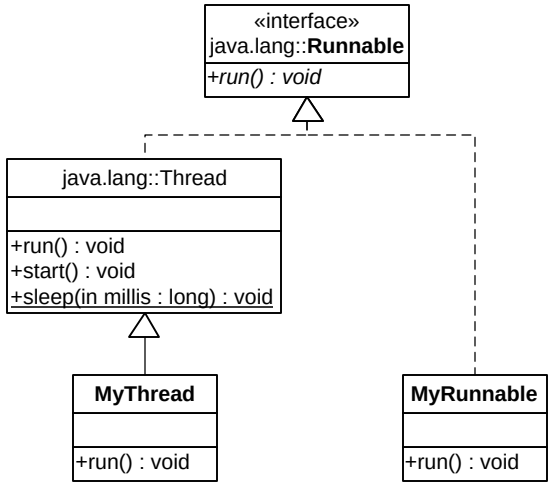
«interface» **Comparator**
+compare(in a : Object, in b : Object) : int *+equals(in o : Object)*

Arrays

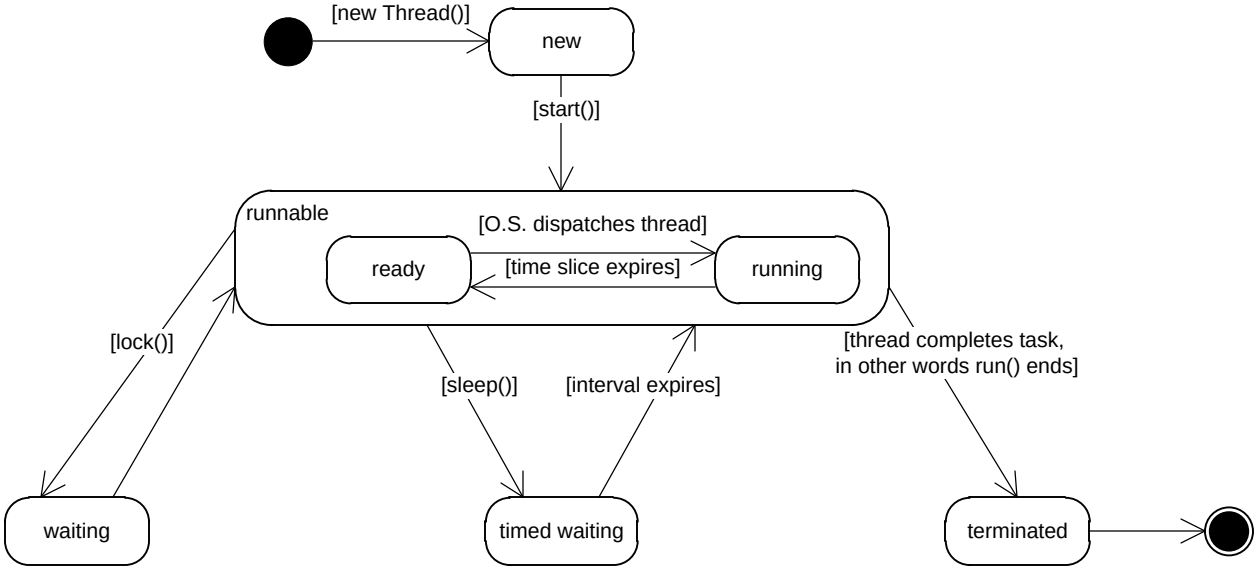
Collections

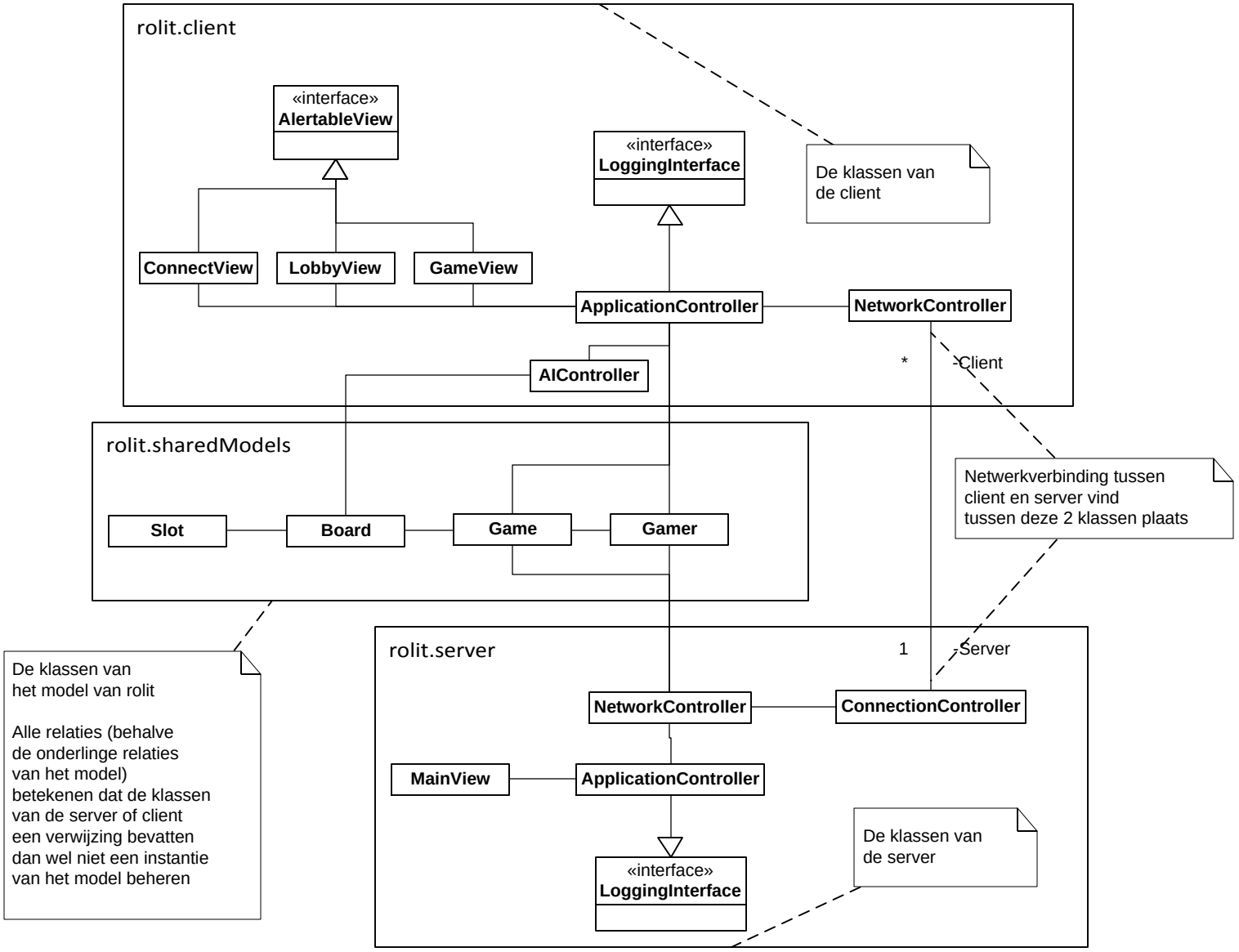

java.lang::Object
+equals(in obj : Object) : boolean
+toString() : String
java.awt::Component
java.awt::Container
javax.swing::JComponent
javax.swing::JButton
javax.swing::JMenuItem
javax.swing::JToggleButton
javax.swing::JMenu
1
*
javax.swing::AbstractButton
javax.swing::JFileChooser
javax.swing::JInternalFrame
javax.swing::JLabel
javax.swing::JList
javax.swing::JMenuBar
*
javax.swing::JPanel
javax.swing::JScrollPane
javax.swing::JTabbedPane
1
javax.swing::JTable

Two Ways to Create Threads



Thread Life Cycle




rolit.client
«interface»
AlertableView
«interface»
LoggingInterface
De klassen van
de client
ConnectView
LobbyView
GameView
ApplicationController
NetworkController
AIController
*
Client
rolit.sharedModels
Netwerkverbinding tussen
client en server vind
tussen deze 2 klassen plaats
Slot
Board
Game
Gamer
De klassen van
het model van rolit
Alle relaties (behalve
de onderlinge relaties
van het model)
betekenen dat de klassen
van de server of client
een verwijzing bevatten
dan wel niet een instantie
van het model beheren
rolit.server
1
Server
NetworkController
ConnectionController
MainView
ApplicationController
De klassen van
de server
«interface»
LoggingInterface

rolit

client.models

«interface»
LoggingInterface
+log(in entry : String)
+logWithAlert(in entry : String)

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

client.controllers

ApplicationController
-network : NetworkController
-gameView : GameView
-connectView : ConnectView
-lobbyView : LobbyView
-game : Game
-gamer : Gamer
-ai : AIController
-aiIsPlaying : boolean
+ApplicationController()
+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
+gotKicked() : void

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

AIController
-board : Board
+AIController(in aBoard : Board)
+calculateBestMove(in color : int) : int

client.views

«interface»
AlertableView
+alert(in message : String) : void

ConnectView
-connectButton : JButton
-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

LobbyView
-joinSpinner
-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
+getChatMMessage() : JTextField
+getChatArea() : JTextArea
+getChatButton() : JButton
+getChallengeList() : JList
+getChallengeButton() : JButton
+startLoading() : void
+stopLoading() : void

GameView
-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

sharedModels

Game
-board : Board
-gamers : ArrayList
-current : Gamer
-startedWith : ArrayList
+Game(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

Gamer
-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

Board
-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
+checkIfConquering(in color : int) : boolean
+checkIfBordering(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

Slot
+EMPTY : int = 0
+RED : int = 1
+GREEN : int = 2
+YELLOW : int = 3
+BLUE : int = 4
-value : int
+Slot()
+setValue(in aValue : int) : void
+getValue() : int

rolit

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

server.models

«interface»
LoggingInterface
+log(in entry : String)

server.views

MainView
-connectButton : JButton
-portField : JTextField
-logArea : JTextArea
-hostField : JTextField
-viewController : ApplicationController
+MainView(in aController : ApplicationController)
+buildView() : void
+enableControlls() : void
+disableControlls() : void
+setHost(in host : String) : void
+connectButton() : JButton
+port() : String
+host() : String
+log(in msg : String) : void

server.controllers

ApplicationController
-network : NetworkController
-view : MainView
+ApplicationController()
+view() : MainView
+log(in logEntry : String) : void
+connectionFailed() : void
+actionPerformed(in event : ActionEvent) : void

NetworkController
-appController : ApplicationController
-port : int
-connections : ArrayList
-waitingForGame : ArrayList
-gamers : ArrayList
+NetworkController(in aPort : int, in controller : ApplicationController)
+run() : void
+broadcastCommand(in msg : String) : void
+executeCommand(in msg : String, in sender : ConnectionController) : void
+addConnection(in connection : ConnectionController) : void
+removeConnection(in connection : ConnectionController) : void
-sendChat(in message : String, in sender : ConnectionController) : void
-checkName(in name : String) : boolean
-broadcastLobby() : void
-isInGame(in aGamer : Gamer) : boolean
-checkForGameStart() : void
-startGame(in players : ArrayList) : void
-kickGamer(in toBeKicked : Gamer) : void
-nextTurn(in aGame : Game) : void
-endGame(in aGame : Game) : void
-moveDone(in aGame : Game, in mover : Gamer, in slot : int) : void
+update(in arg0, in arg1 : Object) : void

ConnectionController
-network : NetworkController
-socket : Socket
-in : BufferedReader
-out : BufferedWriter
-log : LoggingInterface
-gamer : Gamer
+ConnectionController(in aNetwork : NetworkController, in aSocket : Socket, in aLog : LoggingInterface)
+run() : void
+sendCommand(in msg : String) : void
+disconnect() : void
+getGamer() : Gamer
+toString() : String
+getSocket() : Socket

sharedModels

Game
-board : Board
-gamers : ArrayList
-current : Gamer
-startedWith : ArrayList
+Game(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

Gamer
-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

Board
-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
+checkIfConquering(in color : int) : boolean
+checkIfBordering(in slotNo : int) : boolean
+checkAbove(in slotNo : int, in color : int, in steps : int) : int
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+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
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+layoutToString() : String
+flipBetween(in a : int, in b : int) : void
+getSlots() : ArrayList

Slot
+EMPTY : int = 0
+RED : int = 1
+GREEN : int = 2
+YELLOW : int = 3
+BLUE : int = 4
-value : int
+Slot()
+setValue(in aValue : int) : void
+getValue() : int