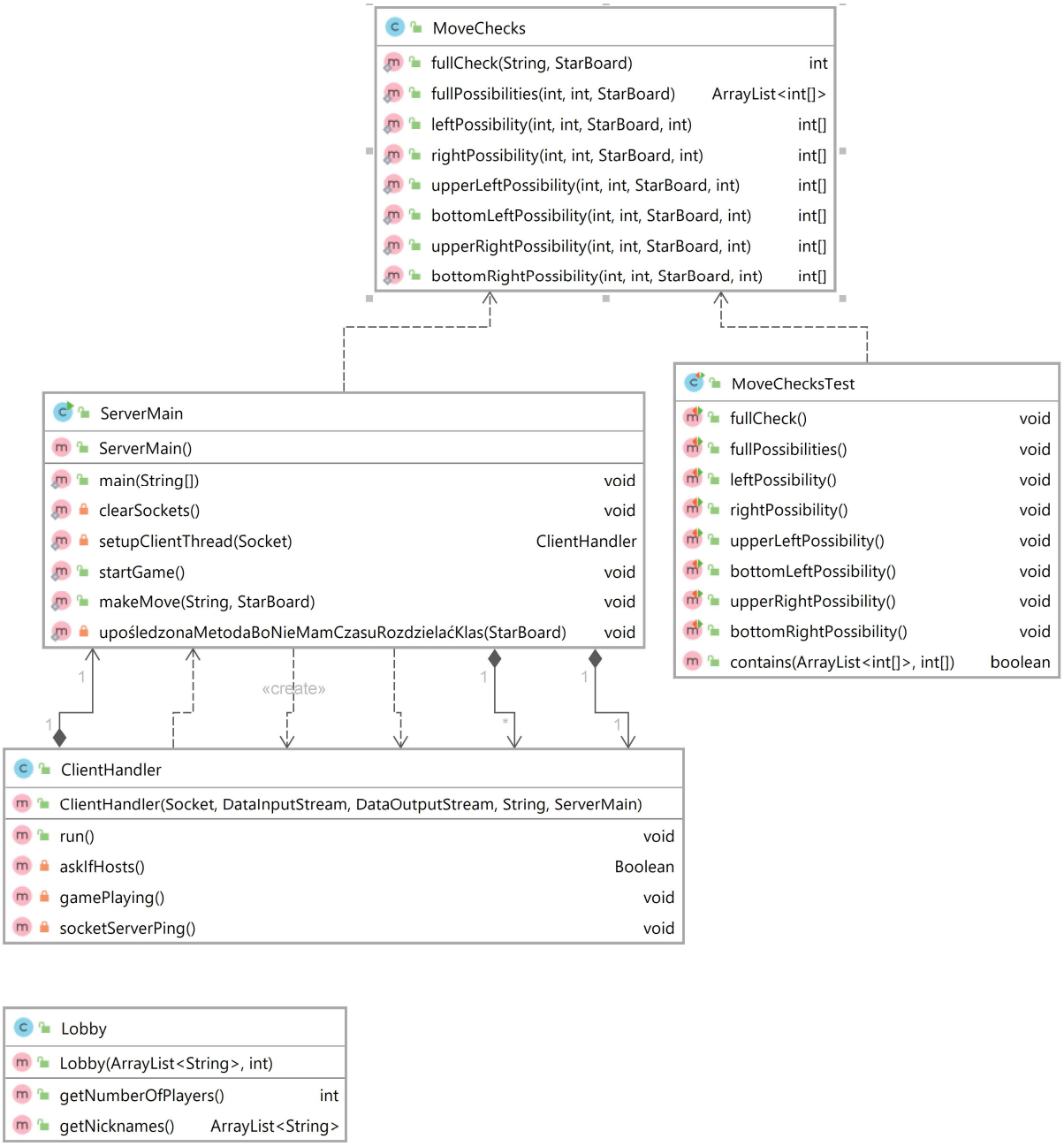
MoveChecks
fullCheck(String, StarBoard) int
fullPossibilities(int, int, StarBoard) ArrayList<int[]>
leftPossibility(int, int, StarBoard, int) int[]
rightPossibility(int, int, StarBoard, int) int[]
upperLeftPossibility(int, int, StarBoard, int) int[]
bottomLeftPossibility(int, int, StarBoard, int) int[]
upperRightPossibility(int, int, StarBoard, int) int[]
bottomRightPossibility(int, int, StarBoard, int) int[]
ServerMain
ServerMain()
main(String[]) void
clearSockets() void
setupClientThread(Socket) ClientHandler
startGame() void
makeMove(String, StarBoard) void
upośledzonaMetodaBoNieMamCzasuRozdzielaćKlas(StarBoard) void
MoveChecksTest
fullCheck() void
fullPossibilities() void
leftPossibility() void
rightPossibility() void
upperLeftPossibility() void
bottomLeftPossibility() void
upperRightPossibility() void
bottomRightPossibility() void
contains(ArrayList<int[]>, int[]) boolean
«create»
1
1
1
1
*
1
ClientHandler
ClientHandler(Socket, DataInputStream, DataOutputStream, String, ServerMain)
run() void
askIfHosts() Boolean
gamePlaying() void
socketServerPing() void

Lobby
Lobby(ArrayList<String>, int)
getNumberOfPlayers() int
getNicknames() ArrayList<String>