CLIENT: View

<<Interface>> Runnable

+ run(): void

<<Interface>> View

+ showError(String): void
+ showInfo(Pair<String, String>): void
+ updateScreen(boolean): void

ClientCli

- terminal: Terminal
- process: boolean

- endProcess(): void
- runStartScreen():void
- runMainMenu(): void
- runGameCreation(): void
- runJoinGame(): void
- runGameLogin(): void
- runWaitingRoom(): void
- runGameRunning(): void
- runEndGame(): void
- manageExit(): void

1 view

ClientGui

- instances: Map<ClientState, Prepare>
- stage: Stage
- scenes: Map<ClientState, Scene>
- currentState: ClientState

+ loadScene(String): Scene
+ getInstance(): ClientGui
+ start(Stage): void
+ changeScene(): void
+ getController(): ClientController

1 instance

1 view

1 controller   1 controller

ClientController