Client: control

ClientController **GameServer** gameModel: GameModel - ping: Ping state: ClientState - connected: boolean gameServer: GameServer connectedLock: Object lock: Object outputStream: PrintWriter gameCode: String - inputStream: BufferedReader endState: EndType client: ClientController view: View gameServer userName: String - manageWaitingRoomUpdate(JsonObject): void - replyArrived: boolean - manageEnterGame(JsonObject): void + isConnected(): boolean + setGameCode(String): void + setConnected(boolean): void checklgnoreColor(): void + getMessage(): JsonObject «create» + getGameModel(): GameModel manageLogin(JsonObject): void sendCommandsToServer(List<JsonObject>): void · manageTurnEnable(JsonObject): void + initializeGameModel(GameModel): void + manageMessage(JsonObject): void + getGameServer(): GameServer - parseEnterGame(JsonObject): void checkMessage(JsonObject): boolean + run(): void + manageGameLogin(String): void manageStatus(JsonObject): void checkReturn(): void + disconnected(): void + setEndState(EndType): void + sendCommand(JsonObject): void + getGameCode(): String manageEndGame(JsonObject): void getLock(): Object manageError(JsonObject): void checkAssistant(JsonObject): void updateScreen(): void checkMotherNatureMove(JsonObject): void + manageMainMenu(String): void «create» ping checkBan(JsonObject): void host + errorOccurred(String): void \1 + manageGameRunning(String): void Ping + hasCommunicationToken(): boolean checkStudentMove(JsonObject): void - host: GameServer + setClientState(ClientState): void - lock: Object checkOccurrences(JsonObject): void - stop: boolean + manageEndGame(String): void + run(): void tryConnection(): void + stopPing(): void + checkStudentMoveFrom(JsonObject): void + resetGame(): void + setGameServer(GameServer): void + setReplyArrived(): void + checkStudentMoveTo(JsonObject): void + getClientState(): ClientState + manageGameCreation(JsonObject): void - checkCharacterPayment(JsonObject): void + manageJoinGame(String): void getUserName(): String + getEndState(): EndType

+ manageConnectionLost(): void+ manageStartScreen(Socket): void- checkEntranceRefill(JsonObject): void