Client: view

<<interface>> View

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

<<package>> package it.polimi.ingsw.client.view.cli

<<package>>
package it.polimi.ingsw.client.view.gui

ClientCli

- history: History
- process: boolean
- controller: ClientController
- ~ waitingIteration: int
- terminal: Terminal
- runJoinGame(): void
- runWaitingRoom(): void
- getPrettyUserName(): String
- + run(): void
- runGameLogin(): void
- + showInfo(Pair<String, String>): void
- runEndGame(): void
- runGameCreation(): void
- playersToNodes(): List<Node>
- runGameRunning(): void
- + showError(String): void
- runStartScreen(): void
- manageExit(): void
- runMainMenu(): void
- + updateScreen(boolean): void
- endProcess(): void

ClientGui

- currentState: ClientState
- gameUpdater: Game
- instance: ClientGui
- instanceLock: Object
- instances: Map<ClientState, Prepare>
- stage: Stage
- controller: ClientController
- waitingRoomUpdater: WaitingRoom
- sceneLock: Object
- DEFAULT_TITLE: String
- scenes: Map<ClientState, Scene>
- + link(ClientState, Prepare): void
- + getController(): ClientController
- + getInstance(): ClientGui
- + showInfo(Pair<String, String>): void
- + start(Stage): void
- + changeScene(): void
- + loadScene(String): Scene
- + showError(String): void
- + updateScreen(boolean): void