

	ng &) std::string &)

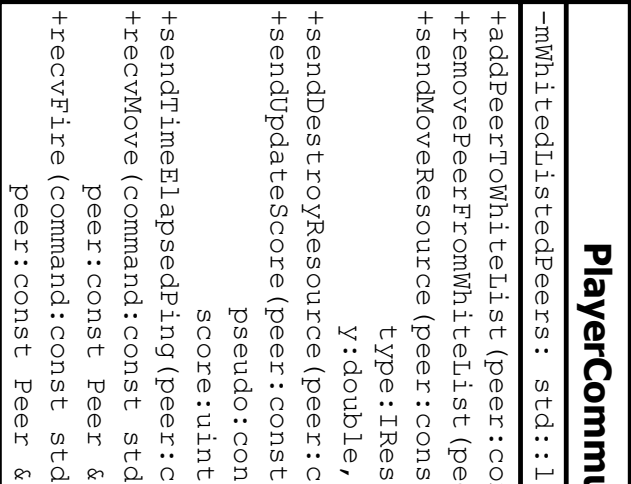
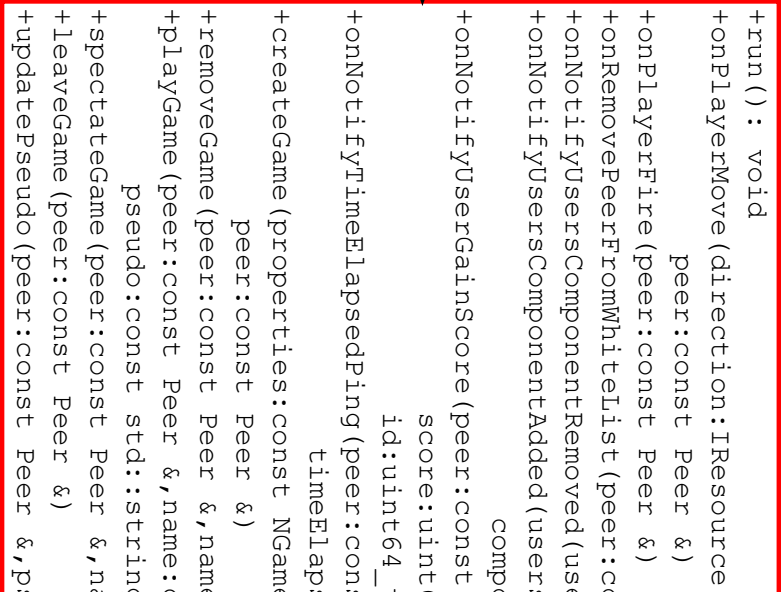
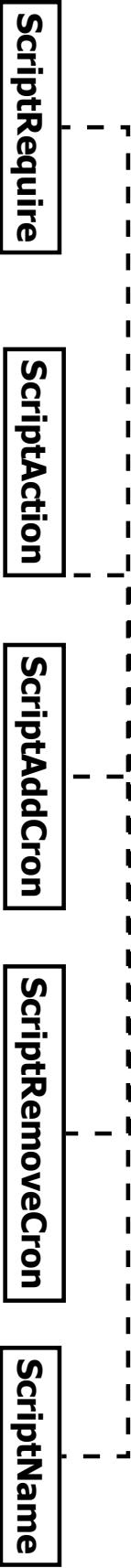
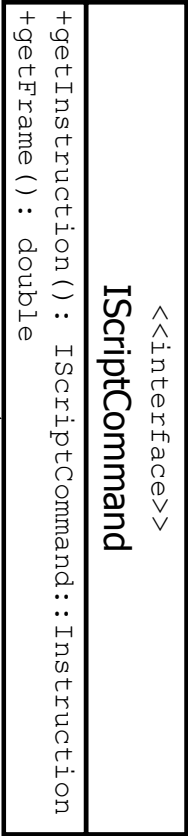
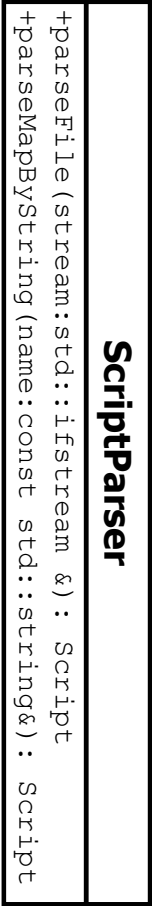
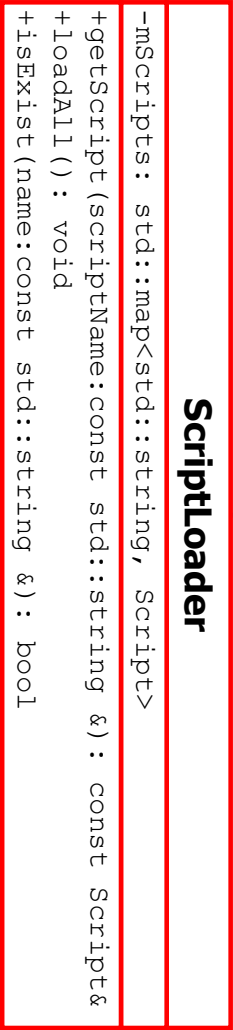
SDynLib

std::list<std::string>

- !
!

<ReadDir

ThreadPool
+workers: std::shared_ptr<IThread> +tasks: std::queue<std::function<void()>> +queue_mutex: std::shared_ptr<IMutex> +condition: std::shared_ptr<ICondVar>



Direction,

const Peer &)

ers:const std::vector<NGame::User> &)
s:const std::vector<NGame::User> &,
onent:const Game::Component &)

Peer &,
64_t,pseudo:const std::string &,
t)

st Peer &,
sed:double)

e::Properties&,
e:const std::string &)

const std::string &
const std::string &,
g &)

ame:const std::string &)

pseudo:const std::string &)



UnicationManager

ist<Peer>

nst Peer &)

er:const Peer &)

tPeer &,id:uint64_t,
ource::Type,x:double,
angle:short)

onst Peer &,id:uint64_t)

Peer &,id:uint64_t,

st std::string &,
64_t)

onst Peer &,timeElapsed:double)

::shared_ptr<ICommand> &,
)

::shared_ptr<ICommand> &,
)

+run(): void

+addClient(client

+removeClient(cli

+onNewConnection(

+onClientDisconn

+onClientCreateGa

+onClientJoinGame

+onClientShowGame

+onClientDeleteGa

+onClientListGame

+onClientListLeve

+onClientHandshak

+onClientObserveG

+onClientLeaveGar

+onClientUpdatePs


```
+stop: bool
+run(): void
+stop(): void
+addCommand(function:const std::function &): void
```

```


```

```
<<Interface>>
ICondVar
+broadcastOne(): void
+broadcastAll(): void
+wait(): void
```

```
<<Interface>>
IThread
+create(funcutor:T,param:U): void
+wait(): void
+exit(): void
+start(): void
```

```


```

```
UnixCondVar
```

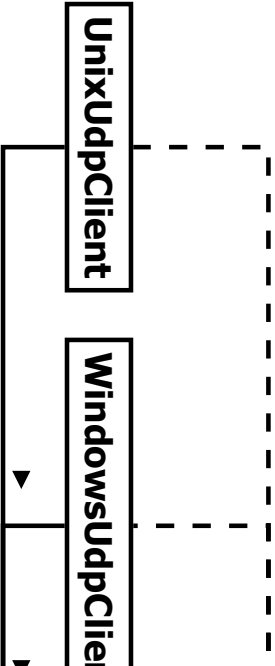
```
WindowsCondVar
```

```
UnixThread
```

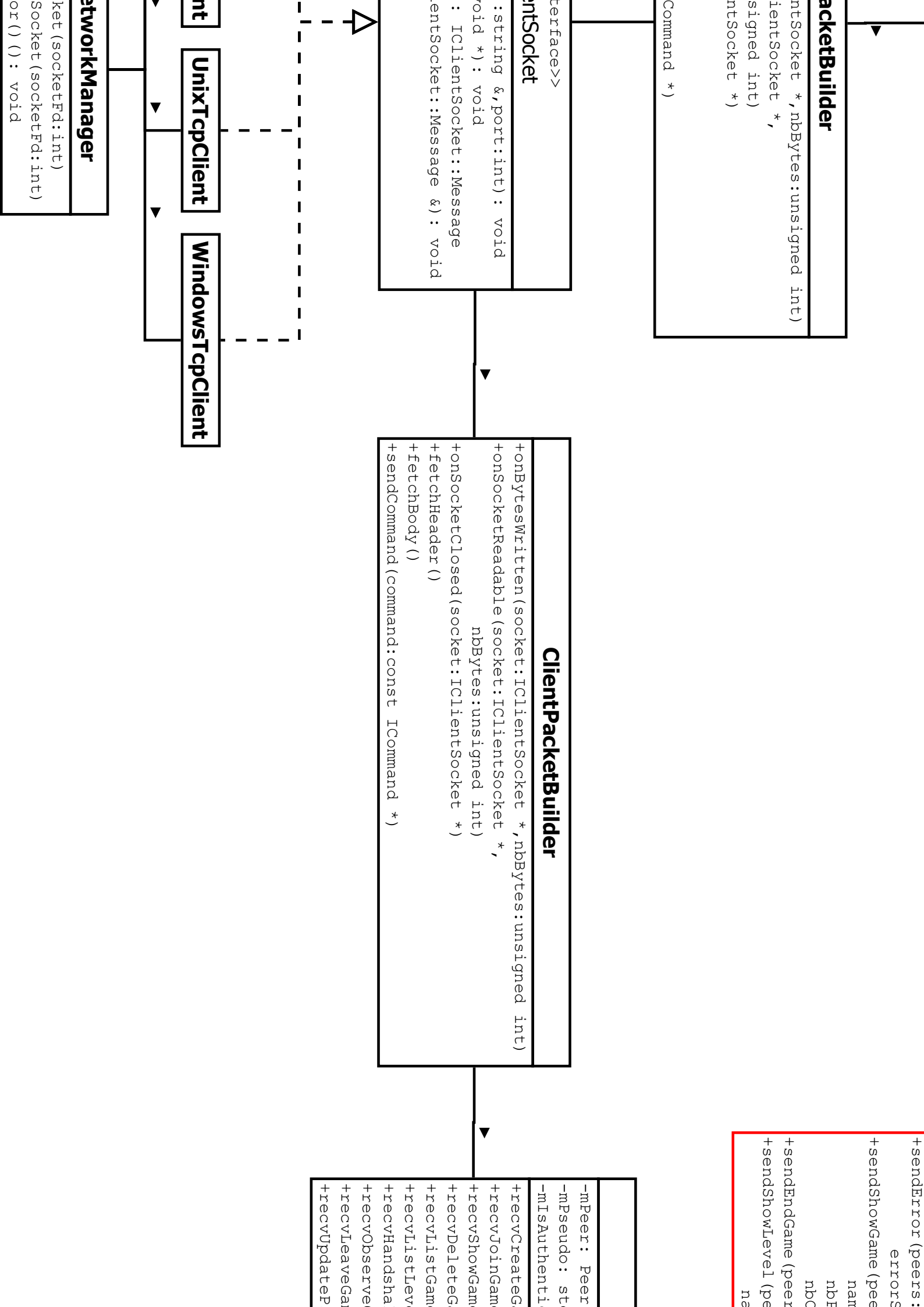
```
WindowsThread
```


PlayerP
<pre> +onBytesWritten(socket:IClie +onSocketReadable(socket:ICl nbBytes:un +onSocketClosed(socket:IClie +fetchHeader() +fetchBody() +sendCommand(command:const I </pre>

<pre> <<Int IClie +connect(addr:const std::v +initFromSocket(socket:V +receive(sizeToRead:int) +send(message:const ICli +closeClient(): void +nbBytesToRead(): int </pre>



Ne
<pre> +addSoc +remove +operat </pre>



```
const std::list<Peer> &,
    status:const ErrorStatus &)
    rs:const std::list<Peer> &,
    e:const std::string &,levelName:const std::string &,
    layers:int,maxPlayers:int,
    bservers:int,maxObservers:int)
    s:const std::list<Peer> &)
    ers:const std::list<Peer> &,
    me:const std::string &,script:const std::string &)
```



Client	
id::string	
created: bool	
<pre>Game(command:const std::shared_ptr<ICommand> &) e(command:const std::shared_ptr<ICommand> &) e(command:const std::shared_ptr<ICommand> &) ame(command:const std::shared_ptr<ICommand> &) es(command:const std::shared_ptr<ICommand> &) els(command:const std::shared_ptr<ICommand> &) ke(command:const std::shared_ptr<ICommand> &) Game(command:const std::shared_ptr<ICommand> &) me(command:const std::shared_ptr<ICommand> &) pseudo(command:const std::shared_ptr<ICommand> &)</pre>	

