«interface»
ClientToServerInterface

- + getClientID() :InetAddress
- + getGameID() :BigInteger
- + getUserInput() :UserInput
- + setClientID(InetAddress) :void
- + setGameID(BigInteger) :void
- + setUserInput(UserInput) :void

GameInfo
OnlineGameInfo

- - gameID :BigInteger
- - serialVersionUID :long = 1164841544085036844L {readOnly}

- + getGameID() :BigInteger
- + OnlineGameInfo()
- + OnlineGameInfo(GameInfo)
- + setGameID(BigInteger) :void

«interface»
ServerToClientInterface

- + getAvailableMatches() :List<Onli...
- + getEvent() :GameEvent
- + getModel() :Model
- + getPlayer() :Player
- + setEvent(GameEvent) :void
- + setMatches(List<OnlineGameInfo...
- + setModel(Model) :void
- + setPlayer(Player) :void

-availableMatches 0..*

Serializable
SocketProtocolClientToServer

- - clientID :InetAddress
- - gameID :BigInteger
- - serialVersionUID :long = -51515677600917... {readOnly}
- - userInput :UserInput

- + getClientID() :InetAddress
- + getGameID() :BigInteger
- + getUserInput() :UserInput
- + setClientID(InetAddress) :void
- + setGameID(BigInteger) :void
- + setUserInput(UserInput) :void
- + SocketProtocolClientToServer()

Serializable
SocketProtocolServerToClient

- - availableMatches :List<OnlineGameInfo>
- - event :GameEvent
- - model :Model
- - player :Player
- - serialVersionUID :long = 2921554338162623593L {readOnly}

- + getAvailableMatches() :List<OnlineGameInfo>
- + getEvent() :GameEvent
- + getModel() :Model
- + getPlayer() :Player
- + setEvent(GameEvent) :void
- + setMatches(List<OnlineGameInfo>) :void
- + setModel(Model) :void
- + setPlayer(Player) :void
- + SocketProtocolServerToClient()

		Callable
	ClientRequest	
-	input :SocketServerInput	
-	output :SocketServerOutput	
+	call() :SocketServerInput	
+	ClientRequest(Socket, Map<BigInteger, OnlineGame>, List<OnlineGameInfo>)	