









70L {readOnly}
ConnectionData

SelectedItemsInput
<ul style="list-style-type: none">- itemsList :List<Item>- serialVersionUID :long = 2207919900518887879L {readOnly}
<ul style="list-style-type: none">+ executeCommand(Model, Player) :void+ SelectedItemsInput(List<Item>)

SocketConnectToGameInput
<ul style="list-style-type: none">- selectedGame :int- serialVersionUID :long = 5248965957425302192L {readOnly}
<ul style="list-style-type: none">+ executeCommand(Model, Player) :void+ getSelectedGame() :int+ SocketConnectToGameInput(int)