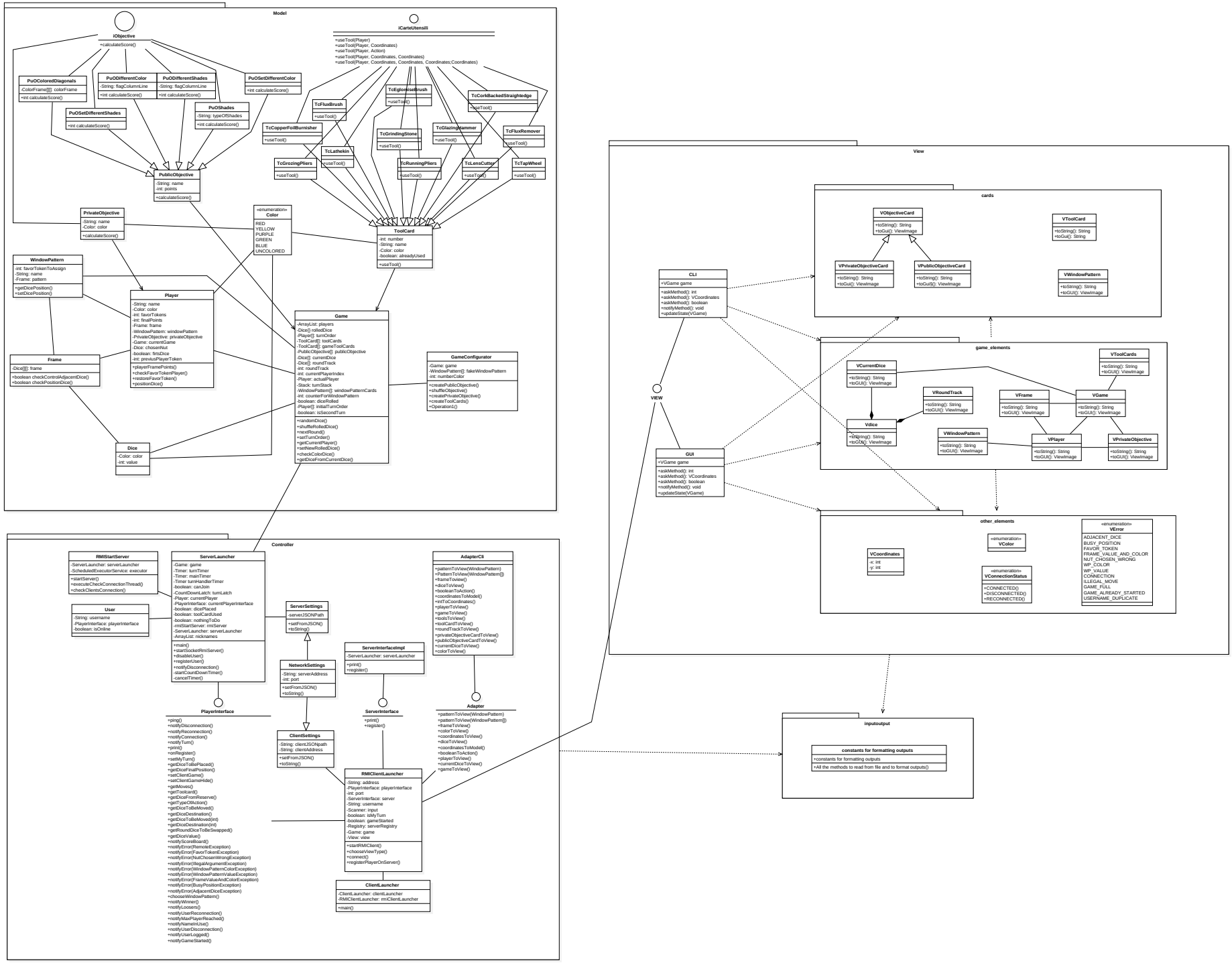
Model::Main


Model
iObjective
+calculateScore()
iCarteUtensili
+useTool(Player)
+useTool(Player, Coordinates)
+useTool(Player, Action)
+useTool(Player, Coordinates, Coordinates)
+useTool(Player, Coordinates, Coordinates, Coordinates;Coordinates)
PuOColoredDiagonals
-ColorFrame[][]: colorFrame
+int calculateScore()
PuODifferentColor
-String: flagColumnLine
+int calculateScore()
PuODifferentShades
-String: flagColumnLine
+int calculateScore()
PuOSetDifferentColor
+int calculateScore()
PuOSetDifferentShades
+int calculateScore()
PuOShades
-String: typeOfShades
+int calculateScore()
TcFluxBrush
+useTool()
TcEglomiseBrush
+useTool()
TcCorkBackedStraightedge
+useTool()
TcCopperFoilBurnisher
+useTool()
TcGrindingStone
+useTool()
TcGlazingHammer
+useTool()
TcFluxRemover
+useTool()
TcLathekin
+useTool()
TcCrozingPliers
+useTool()
TcRunningPliers
+useTool()
TcLensCutter
+useTool()
TcTapWheel
+useTool()
PublicObjective
-String: name
-int: points
+calculateScore()
PrivateObjective
-String: name
-Color: color
+calculateScore()
«enumeration»
Color
RED
YELLOW
PURPLE
GREEN
BLUE
UNCOLORED
ToolCard
-int number
-String: name
-Color: color
-boolean: alreadyUsed
+useTool()
WindowPattern
-int: favorTokenToAssign
-String: name
-Frame: pattern
+getDicePosition()
+setDicePosition()
Player
-String: name
-Color: color
-int: favorTokens
-int: finalPoints
-Frame: frame
-WindowPattern: windowPattern
-PrivateObjective: privateObjective
-Game: currentGame
-Dice: chosenNut
-boolean: firstDice
-int: prevIusPlayerToken
+playerFramePoints()
+checkFavorTokenPlayer()
+restoreFavorToken()
+positionDice()
Frame
-Dice[][]: frame
+boolean checkControlAdjacentDice()
+boolean checkPositionDice()
Dice
-Color: color
-int: value
Game
-ArrayList: players
-Dice[] rolledDice
-Player[]: turnOrder
-ToolCard[]: toolCards
-ToolCard[]: gameToolCards
-PublicObjective[]: publicObjective
-Dice[]: currentDice
-Dice[]: roundTrack
-int: roundTrack
-int: currentPlayerIndex
-Player: actualPlayer
-Stack: turnStack
-WindowPattern[]: windowPatternCards
-int: counterForWindowPattern
-boolean: diceRolled
-Player[]: initialTurnOrder
-boolean: isSecondTurn
+randomDice()
+shuffleRolledDice()
+nextRound()
+setTurnOrder()
+getCurrentPlayer()
+setNewRolledDice()
+checkColorDice()
+getDiceFromCurrentDice()
GameConfigurator
-Game: game
-WindowPattern[]: fakeWindowPattern
-int: numberColor
+createPublicObjective()
+shuffleObjective()
+createPrivateObjective()
+createToolCards()
+Operation1()
Controller
RMIStartServer
-ServerLauncher: serverLauncher
-ScheduledExecutorService: executor
+startServer()
+executeCheckConnectionThread()
+checkClientsConnection()
ServerLauncher
-Game: game
-Timer: turnTimer
-Timer: mainTimer
-Timer turnHandlerTimer
-boolean: canJoin
-CountDownLatch: turnLatch
-Player: currentPlayer
-PlayerInterface: currentPlayerInterface
-boolean: dicePlaced
-boolean: toolCardUsed
-boolean: nothingToDo
-rmiStartServer: rmiServer
-ServerLauncher: serverLauncher
-ArrayList: nicknames
+main()
+startSocketRmiServer()
+disableUser()
+registerUser()
+notifyDisconnection()
-startCountDownTimer()
-cancelTimer()
User
-String: username
-PlayerInterface: playerInterface
-boolean: isOnline
ServerSettings
-serverJSONPath
+setFromJSON()
+toString()
NetworkSettings
-String: serverAddress
-int: port
+setFromJSON()
+toString()
ClientSettings
-String: clientJSONpath
-String: clientAddress
+setFromJSON()
+toString()
AdapterCli
+patternToView(WindowPattern)
+PatternToView(WindowPattern[])
+frameToview()
+diceToView()
+booleanToAction()
+coordinatesToModel()
+intToCoordinates()
+playerToView()
+gameToView()
+toolsToView()
+toolCardToView()
+roundTrackToView()
+privateObjectiveCardToView()
+publicObjectiveCardToView()
+currentDiceToView()
+colorToView()
ServerInterfaceImpl
-ServerLauncher: serverLauncher
+print()
+register()
PlayerInterface
+ping()
+notifyDisconnection()
+notifyReconnection()
+notifyConnection()
+notifyTurn()
+print()
+setRegister()
+setMyTurn()
+getDiceToBePlaced()
+getDiceFinalPosition()
+setClientGame()
+setClientGameHide()
+getMoves()
+getToolcard()
+getDiceFromReserve()
+getTypeOfAction()
+getDiceToBeMoved()
+getDiceDestination()
+getDiceToBeMoved(int)
+getDiceDestination(int)
+getRoundDiceToBeSwapped()
+getDiceValue()
+notifyScoreBoard()
+notifyError(RemoteException)
+notifyError(FavorTokenException)
+notifyError(NutChosenWrongException)
+notifyError(IllegalArgumentException)
+notifyError(WindowPatternColorException)
+notifyError(WindowPatternValueException)
+notifyError(FrameValueAndColorException)
+notifyError(BusyPositionException)
+notifyError(AdjacentDiceException)
+chooseWindowPattern()
+notifyWinner()
+notifyLoosers()
+notifyUserReconnection()
+notifyMaxPlayerReached()
+notifyNameInUse()
+notifyUserDisconnection()
+notifyUserLogged()
+notifyGameStarted()
ServerInterface
+print()
+register()
Adapter
+patternToView(WindowPattern)
+patternToView(WindowPattern[])
+frameToView()
+colorToView()
+coordinatesToView()
+diceToView()
+coordinatesToModel()
+booleanToAction()
+playerToView()
+currentDiceToView()
+gameToView()
RMIClientLauncher
-String: address
-PlayerInterface: playerInterface
-int: port
-ServerInterface: server
-String: username
-Scanner: input
-boolean: isMyTurn
-boolean: gameStarted
-Registry: serverRegistry
-Game: game
-View: view
+startRMIClient()
+chooseViewType()
+connect()
+registerPlayerOnServer()
ClientLauncher
-ClientLauncher: clientLauncher
-RMIClientLauncher: rmiClientLauncher
+main()
View
cards
VObjectiveCard
+toString(): String
+toGui(): ViewImage
VToolCard
+toString(): String
+toGui(): String
VPrivateObjectiveCard
+toString(): String
+toGui(): ViewImage
VPublicObjectiveCard
+toString(): String
+toGui(): ViewImage
VWindowPattern
+toString(): String
+toGUI(): ViewImage
CLI
+VGame game
+askMethod(): int
+askMethod(): VCoordinates
+askMethod(): boolean
+notifyMethod(): void
+updateState(VGame)
VIEW
GUI
+VGame game
+askMethod(): int
+askMethod(): VCoordinates
+askMethod(): boolean
+notifyMethod(): void
+updateState(VGame)
game_elements
VCurrentDice
+toString(): String
+toGUI(): ViewImage
VToolCards
+toString(): String
+toGUI(): ViewImage
VRoundTrack
+toString(): String
+toGUI(): ViewImage
VFrame
+toString(): String
+toGUI(): ViewImage
VGame
+toString(): String
+toGUI(): ViewImage
Vdice
+toString(): String
+toGUI(): ViewImage
VWindowPattern
+toString(): String
+toGUI(): ViewImage
VPlayer
+toString(): String
+toGUI(): ViewImage
VPrivateObjective
+toString(): String
+toGUI(): ViewImage
other_elements
VCoordinates
-x: int
-y: int
«enumeration»
VColor
«enumeration»
VConnectionStatus
+CONNECTED()
+DISCONNECTED()
+RECONNECTED()
«enumeration»
VError
ADJACENT_DICE
BUSY_POSITION
FAVOR_TOKEN
FRAME_VALUE_AND_COLOR
NUT_CHOSEN_WRONG
WP_COLOR
WP_VALUE
CONNECTION
ILLEGAL_MOVE
GAME_FULL
GAME_ALREADY_STARTED
USERNAME_DUPLICATE
inputoutput
constants for formatting outputs
+constants for formatting outputs
+All the methods to read from file and to format outputs()