package Model [Controller]

MoveResponse
attributes
- -players : Player
- -executePlayerRes : int
- -hashToVerify : long

operations
- +getPlayers() : Player
- +MoveResponse() : void
- +getExecutePlayerRes() : int
- +getHashToVerify() : long
- *+elaborateGUI(input) : PlayerMove*
- +elaborateGUI() : void
- +updateLocalMatch() : void

AskForData
attributes
- -message : String

operations
- +AskForData() : void
- +getInstance() : AskForData
- +updateLocalMatch() : void
- +elaborateGUI() : void
- +elaborateCliInput() : PlayerMove
- +toString() : String

PositioningResourceResponse
attributes
- -numberOfDiscardedResources : int
- -numberOfGainedResources
- -whereToPlace : Integer

operations
- +PositioningResourceResponse() : void
- +getInstance() : PositioningResourceResponse
- +updateLocalMatch() : void
- +elaborateGUI() : void
- +elaborateCliInput() : PlayerMove

EnableProductionResponse
attributes
- -power : ProductivePower
- -resourceToUse : ResourceRick

operations
- +EnableProductionResponse() : void
- +getInstance() : EnableProductionResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void

DiscardLeaderCardResponse
operations
- +DiscardLeaderCardResponse() : void
- +getInstance() : DiscardLeaderCardResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void

MarketResponse
attributes
- -resources : Resource
- -numOfMarbleToBeConverted : int
- -moveType : MoveType
- -pos : int
- -first : int
- -second : int

operations
- +MarketResponse() : void
- +MarketResponse() : void
- +getInstance() : MarketResponse
- +getInstance() : MarketResponse
- +updateLocalMatch() : void
- +elaborateGUI() : void
- +elaborateCliInput() : PlayerMove

EnableLeaderCardPlayerResponse
operations
- +EnableLeaderCardResponse() : void
- +getInstance() : EnableLeaderCardPlayerResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void

IllegalMoveResponse
attributes
- -message : String

operations
- +IllegalMoveresponse() : void
- +getInstance() : IllegalMoveResponse
- +updateLocalMatch() : void
- +elaborateGUI() : void
- +elaborateCliInput() : PlayerMove

BuyDevelopmentCardPlayerResponse
attributes
- -type : DevelopmentCardType
- -level : DevelopmentCardLevel
- -posToAdd : int
- -resourceToUse : ResourceRick

operations
- +BuyDevelopmentCardResponse() : void
- +getInstance() : BuyDevelopmentCardPlayerResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void

SendMessage
attributes
- -message : String

operations
- +SendMessage() : void
- +getInstance() : SendMessage
- +getInstance() : SendMessage
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void
- +toString() : String

AskForMove
attributes
- -possibleMove : MovePlayerType

operations
- +AskForMove() : void
- +getInstance() : AskForMove
- +updateLocalMatch() : void
- +elaborateGUI() : void
- +elaborateCliInput() : PlayerMove

DiscardTwoLeaderCardsResponse
attributes
- -numOfresource

operations
- +DiscardtwoLeaderCardresponse() : void
- +getInstance() : DiscardTwoLeaderCardsResponse
- +getInstance() : DiscardTwoLeaderCardsResponse
- +updateLocalMatch() : void
- +elaborateGUI() : void
- +elaborateCliInput() : PlayerMove

ReconnectionResponse
attributes
- -playerName : String

operations
- +getInstance() : ReconnectionResponse
- +ReconnectionResponse() : void
- +getInstance() : ReconnectionResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void
- +toString() : String

DisconnectionResponse
attributes
- -playerName : String

operations
- +getInstance() : DisconnectionResponse
- +DisconnectionResponse() : void
- +getInstance() : DisconnectionResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void
- +toString() : String

EndRoundResponse
attributes
- -correctly Ended : boolean

operations
- +EndRoundResponse() : void
- +getInstance() : EndRoundResponse
- +elaborateGUI() : void
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove

EndRoundSoloResponse
attributes
- -message : String
- -actionToken : ActionToken

operations
- +EndRoundSoloResponse() : void
- +getInstance() : EndRoundSoloResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +getMessage() : String

MoveResourcesResponse
attributes
- -num_from_first : int
- -num_from_second : int
- -indexFirstWarehouse : int
- -indexSecondWarehouse : int

operations
- +MoveResourcesResponse() : void
- +getInstance() : MoveResourcesResponse
- +updateLocalMatch() : void
- +elaborateGUI() : void
- +elaborateCliInput() : PlayerMove

ReconnectionResponse
attributes
- -playerName : String

operations
- +ReconnectionResponse() : void
- +getInstance() : ReconnectionResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void
- +toString() : String

SendModel
attributes
- -match : Match

operations
- +SendModel() : void
- +getPlayerPosition() : int
- +getInstance() : SendModel
- +setmatch() : void
- +updateLocalMatch() : void
- +elaborateGUI() : void
- +elaborateCliInput() : PlayerMove
- +getMatch() : Match

«enumeration»
MovePlayerType

PlayerMove
attributes
- -player : Player

operations
- +execute() : void
- +getPlayer() : Player
- +cancelPlayer() : void

GameManager
attributes
- -match

operations
- +GameManager() : void
- +getInstance() : GameManager
- +executeMove() : void
- +update() : void

«enumeration»
ResourceWarehouseType
attributes and literals
- WAREHOUSE
- STRONGBOX

EnableProductionPlayerMove
attributes
- #resourceToUse : ResourceRick

operations
- +EnableproductionPlayerMove() : void
- +EnableProductionPlayerMove() : void
- +addResourceToUse() : void

BuyDevelopmentCardPlayerMove
attributes
- -type : DevelopmentCardType
- -level : DevelopmentCardLevel
- -posToAdd : int
- -resourceToUse : ResourceRick

operations
- +BuyDevelopmentCardPlayerMove() : void
- +getInstance() : BuyDevelopmentCardPlayerMove
- +execute() : void

MarketMarbleConversionMove
attributes
- -first : int
- -second : int

operations
- +MarketMarbleConversion() : void
- +getInstance() : MarketMarbleConversionMove
- +execute() : void

MarketInteractionPlayerMove
attributes
- -moveType : MoveType
- -pos : int

operations
- +MarketInteractionPlayerMove() : void
- +getInstance() : MarketInteractionPlayerMove
- +execute() : void

MessageMove
attributes
- -message : String

operations
- +MessageMove() : void
- +getInstance() : MessageMove
- +execute() : void
- +getMessage() : String
- +setMessage() : void

DiscardLeaderCardResponse
operations
- +DiscardLeaderCardPlayerResponse() : void
- +getInstance() : DiscardLeaderCardPlayerResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void

EnableLeaderCardPlayerMove
attributes
- -leaderCardPosition : int

operations
- +EnableLeaderCardPlayerMove() : void
- +getInstance() : EnableLeaderCardPlayerMove
- +execute() : void

PositioningResourcesPlayerMove
attributes
- -whereToPlaceResources : Integer

operations
- +PositioningResourcesPlayerMove() : void
- +getInstance() : PositioningResourcesPlayerMove
- +execute() : void

DiscardTwoLeaderCardsPlayerMove
attributes
- -posFirst : int
- -posSecond : int
- -resourceTyperFirst : ResourceType
- -resourceTypeSecond : ResourceType

operations
- +DiscardTwoLeaderCardsPlayerMove() : void
- +getInstance() : DiscardTwoLeaderCardsPlayerMove
- +execute() : void

DisconnectionResponse
attributes
- -playerName : String

operations
- +DisconnectionResponse() : void
- +getInstance() : DisconnectionResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void
- +toString() : String

ReconnectionResponse
attributes
- -playerName : String

operations
- +ReconnectionResponse() : void
- +getInstance() : ReconnectionResponse
- +updateLocalMatch() : void
- +elaborateCliInput() : PlayerMove
- +elaborateGUI() : void
- +toString() : String

DiscardLeaderCardPlayerMove
attributes
- -leaderCardPosition : int

operations
- +DiscardLeaderCardPlayerMove() : void
- +getInstance() : DiscardLeaderCardPlayerMove
- +execute() : void

MoveresourcesPlayerMove
attributes
- -firstWarehouseIndex : int
- -secondWarehouseIndex : int
- -how_many_resources_first : int
- -how_many_resources_second : int

operations
- +MoveResourcesPlaymove() : void
- +getInstance() : MoveresourcesPlayerMove
- +execute() : void

DisconnectionMove
attributes
- -playerName : String
- -playerView : RemoteView

operations
- +DisconnectionMove() : void
- +getInstance() : DisconnectionMove
- +execute() : void
- +getPlayerName() : String

ReconnectionMove
attributes
- -playerName : String
- -gameManager : GameManager
- -clientConnection : ClientConnection
- -playingConnection : RemoteView

operations
- +ReconnectionMove() : void
- +getInstance() : ReconnectionMove
- +execute() : void

EndRoundPlayerMove
operations
- +EndRoundPlayerMove() : EndRoundPlayerMove
- +execute() : void

EnableProductionPlayerMoveBase
attributes
- -to : ResourceType

operations
- +EnableProductionPlayerMoveBase() : void
- +getInstance() : EnableProductionPlayerMoveBase
- +execute() : void

EnableProductionPlayerMoveLeaderCard
attributes
- -positionOfproductivePower : int
- -resourceType : ResourceType

operations
- +EnableProductionPlayerMoveLeaderCard() : void
- +getInstance() : EnableProductionPlayerMoveLeaderCard
- +execute() : void

EnableProductionPlayerMoveDevelopmentCard
attributes
- -EnableProductionPlayerMovDevelopmentCard : void
- +getInstance : EnableProductionPlayerMovDevelopmentCard
- +execute : void