Diagrams:

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2. Component Diagram
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   c. Spectate Active Game
   d. Start Game and Deal Cards
   e. Leave Game
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   g. Check
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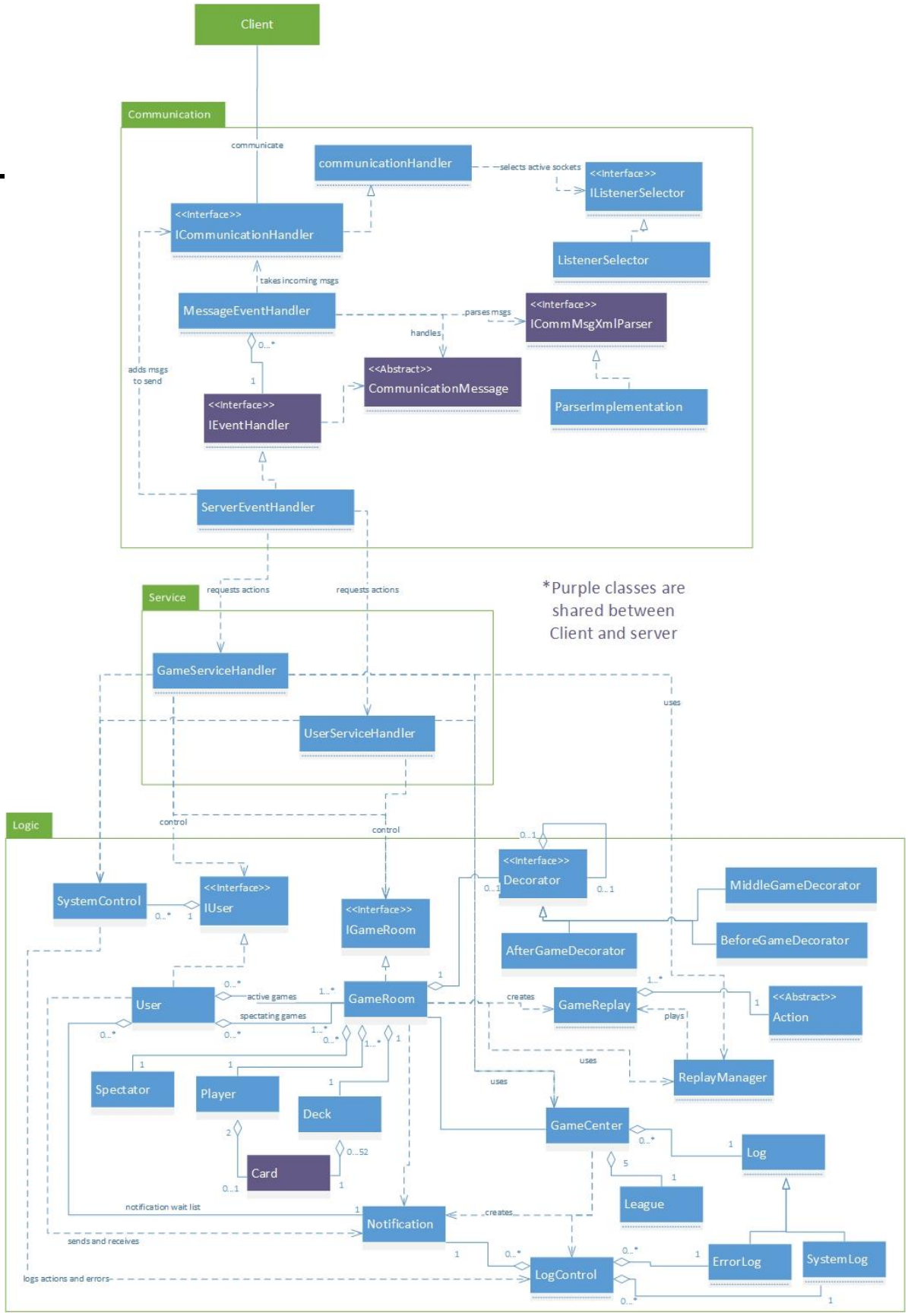
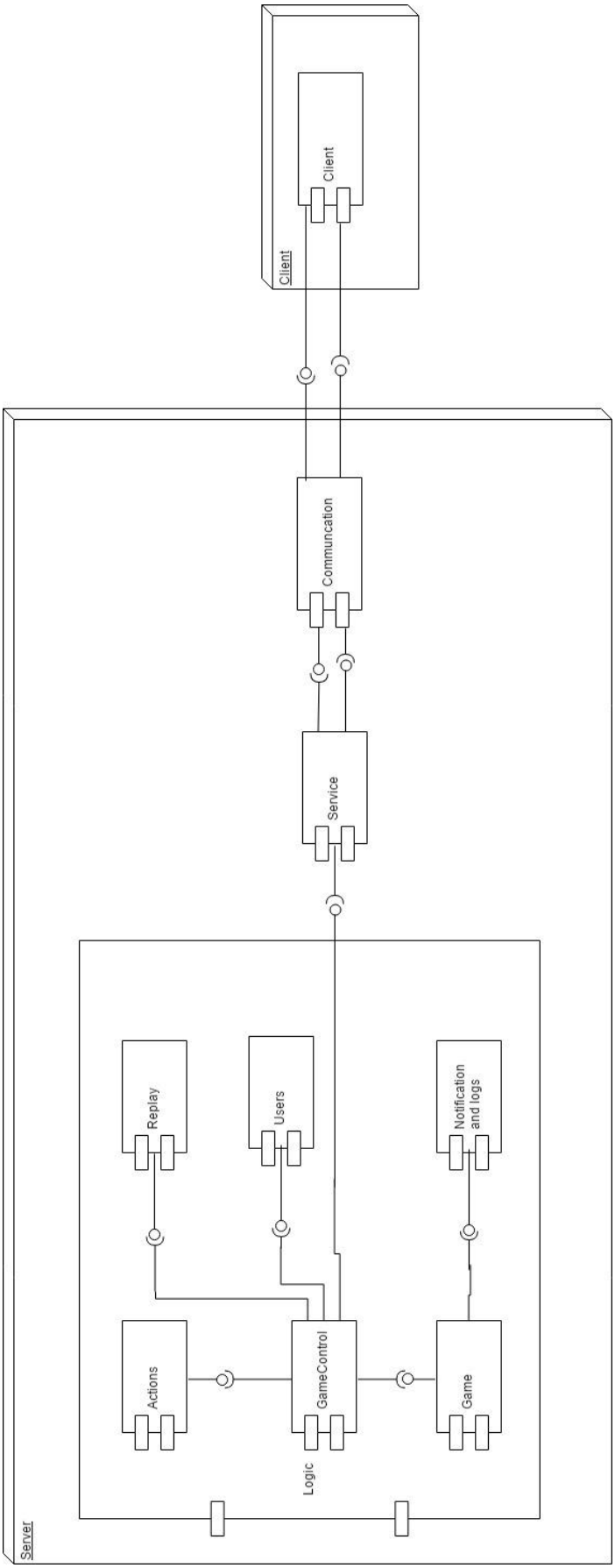
Server Class Diagram:

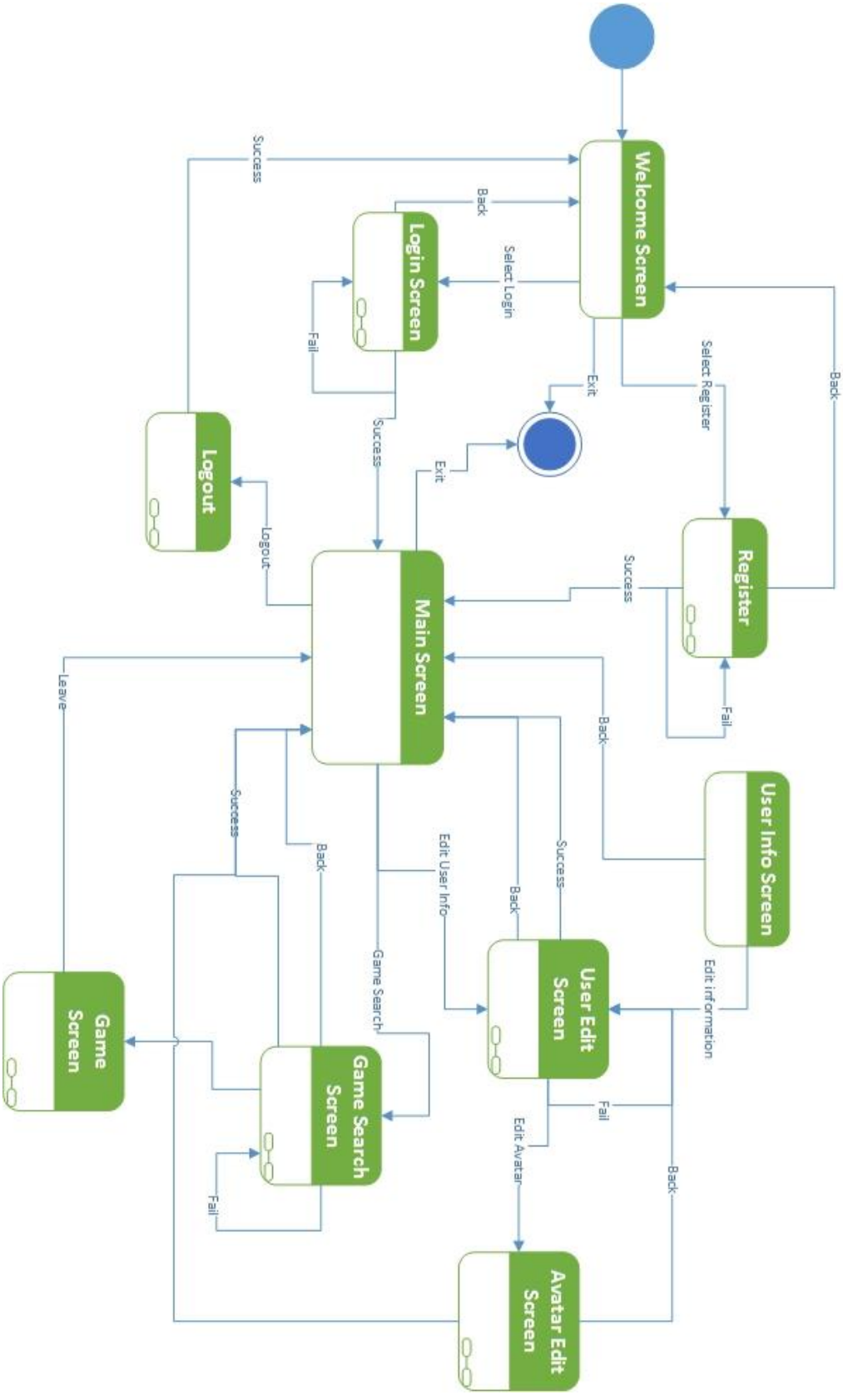


Component Diagram:

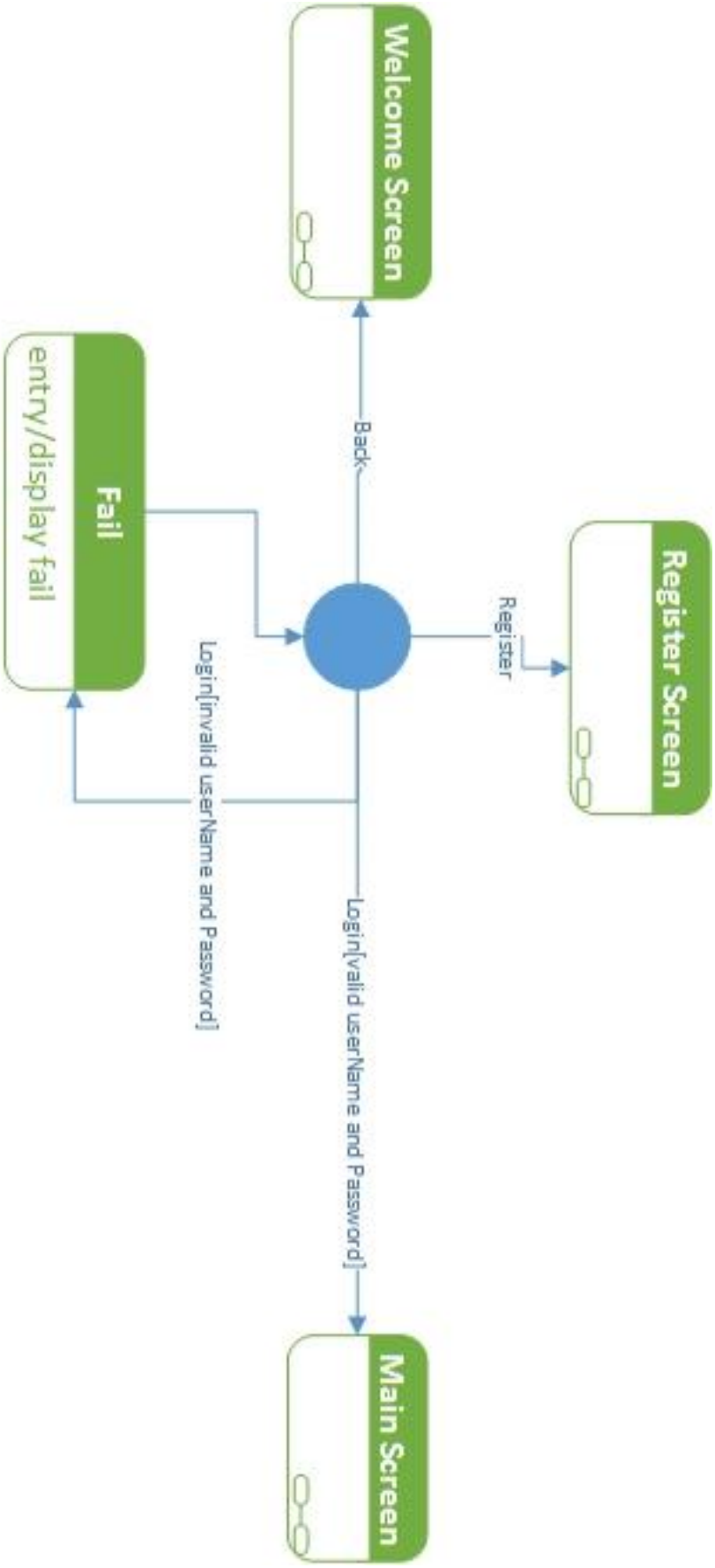


Windows State Machines:

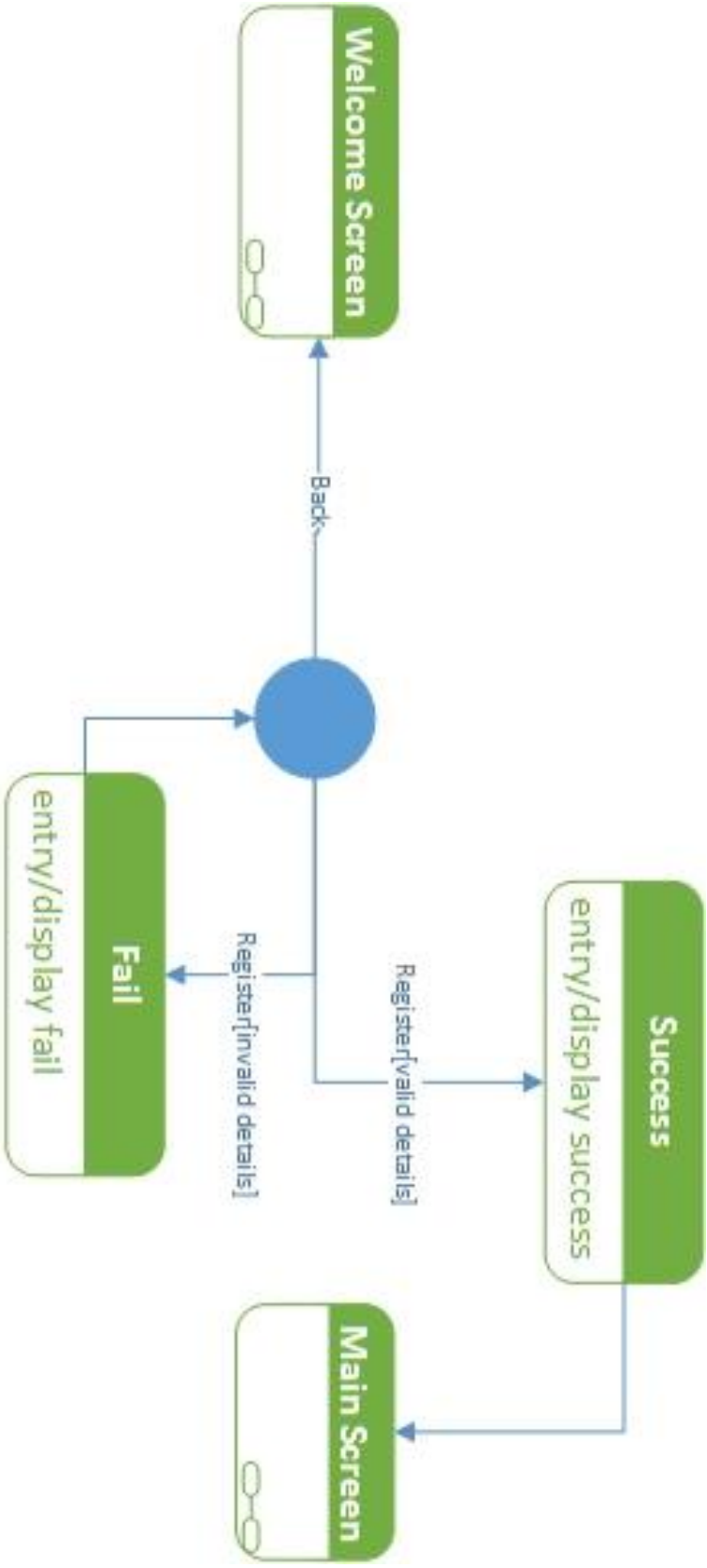
Welcome Screen (general system SM):



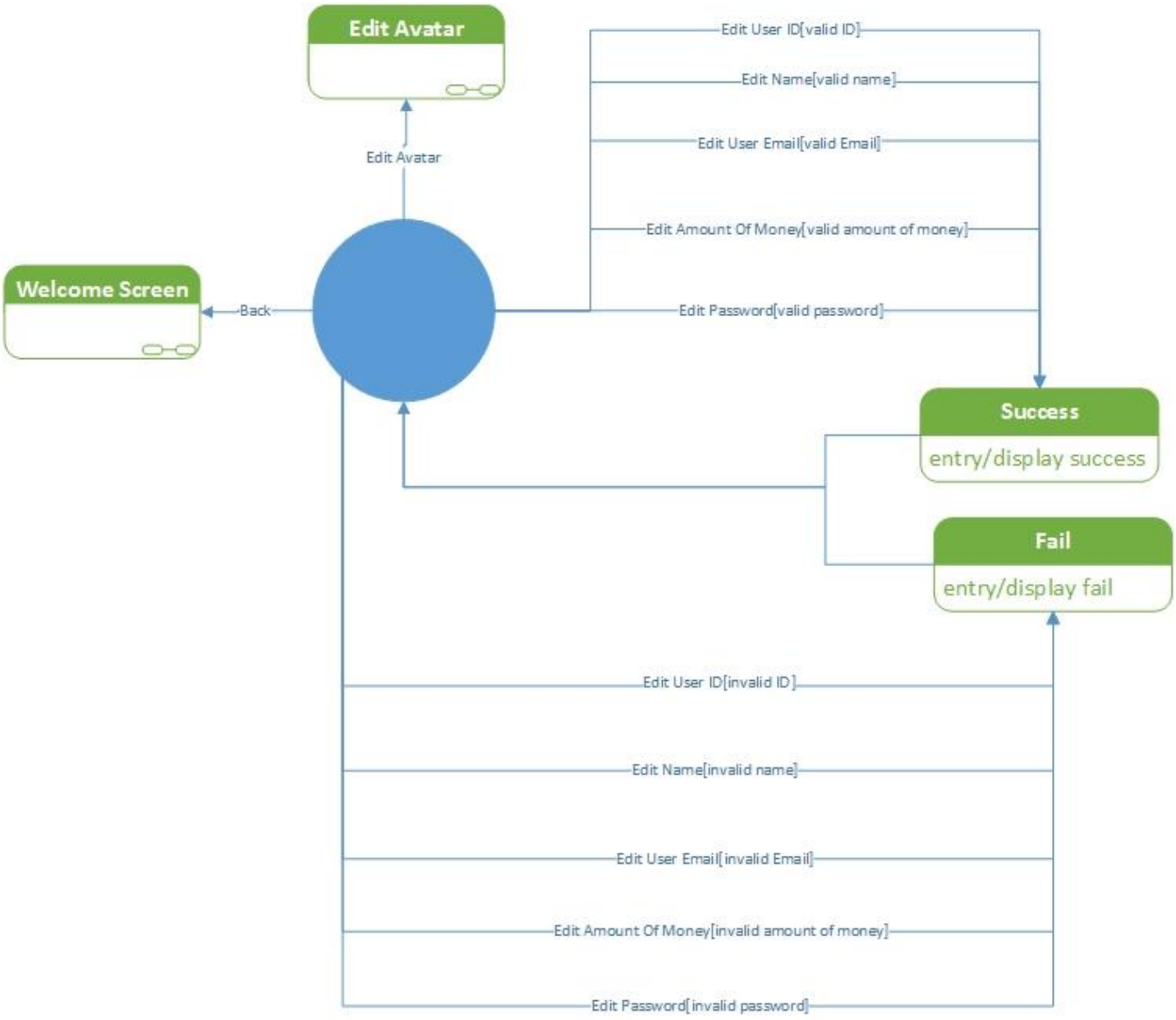
Login Screen:



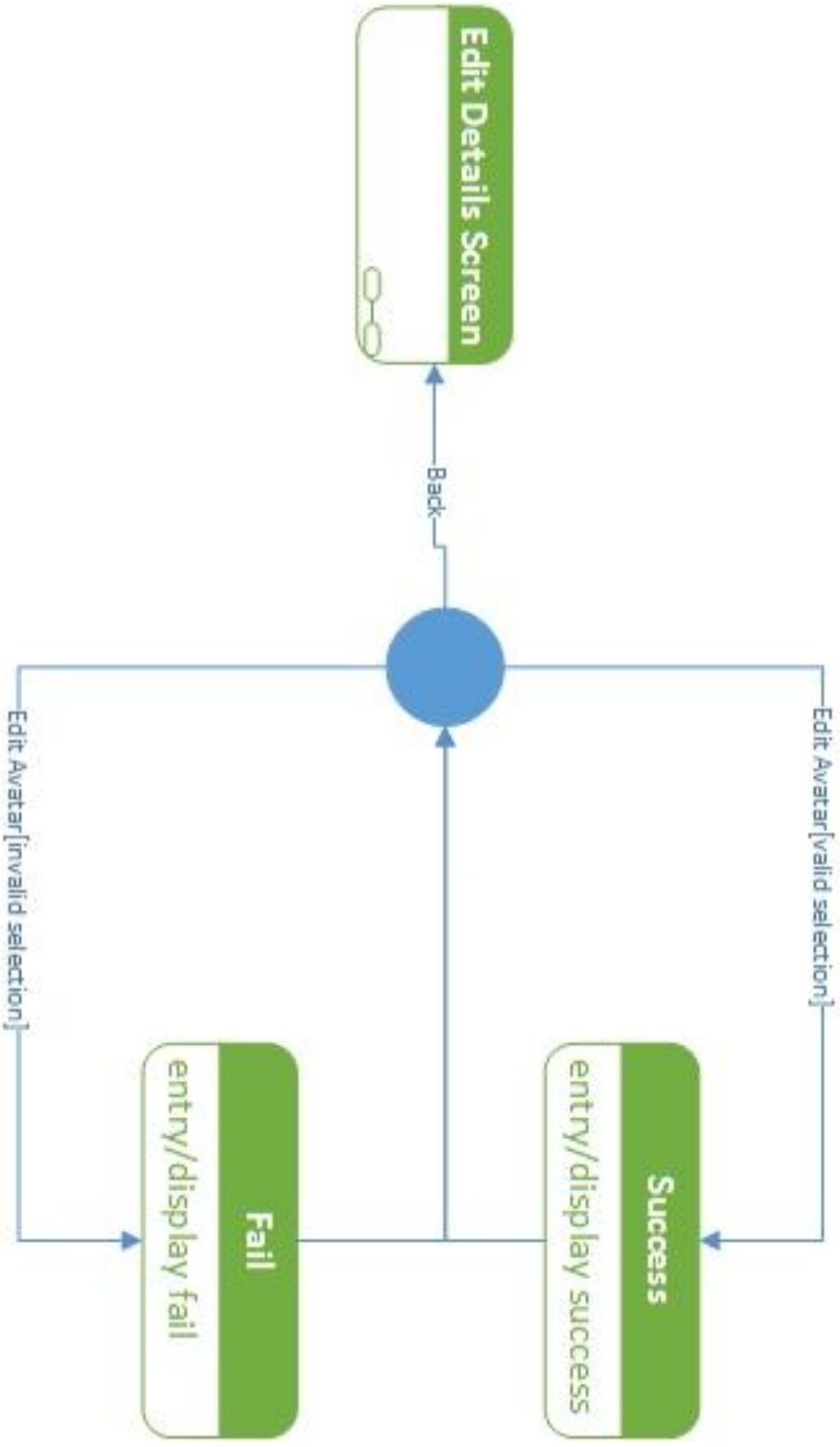
Register Screen:



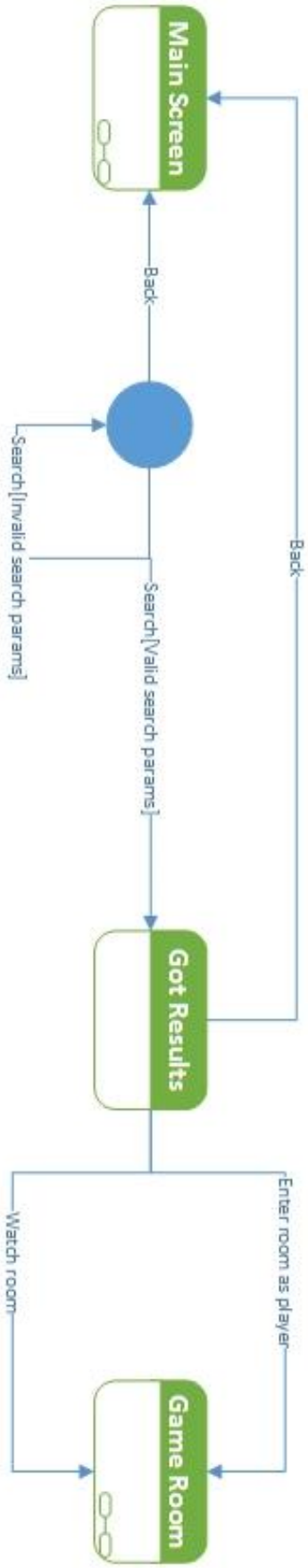
Edit Details Screen:



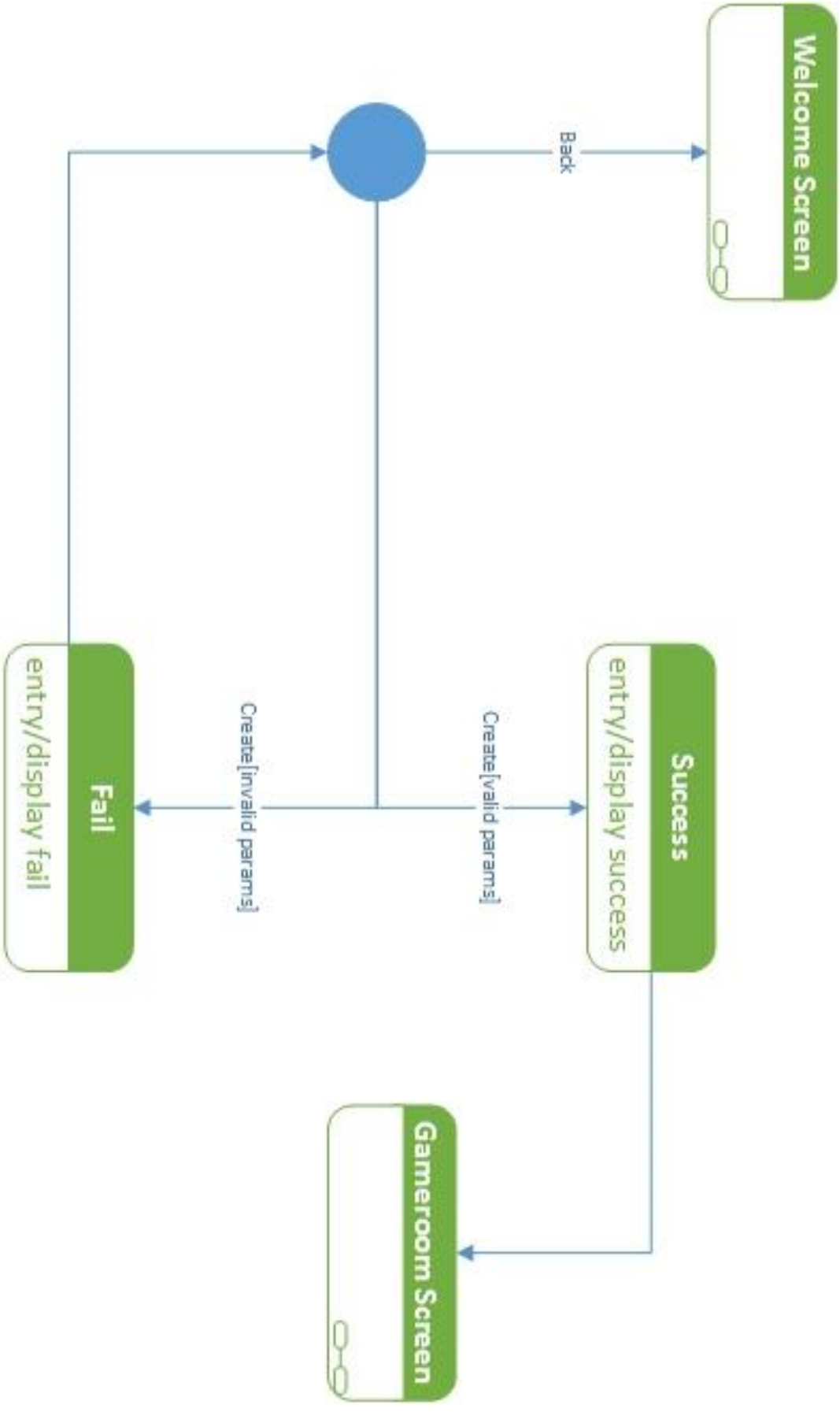
Edit Avatar Screen:



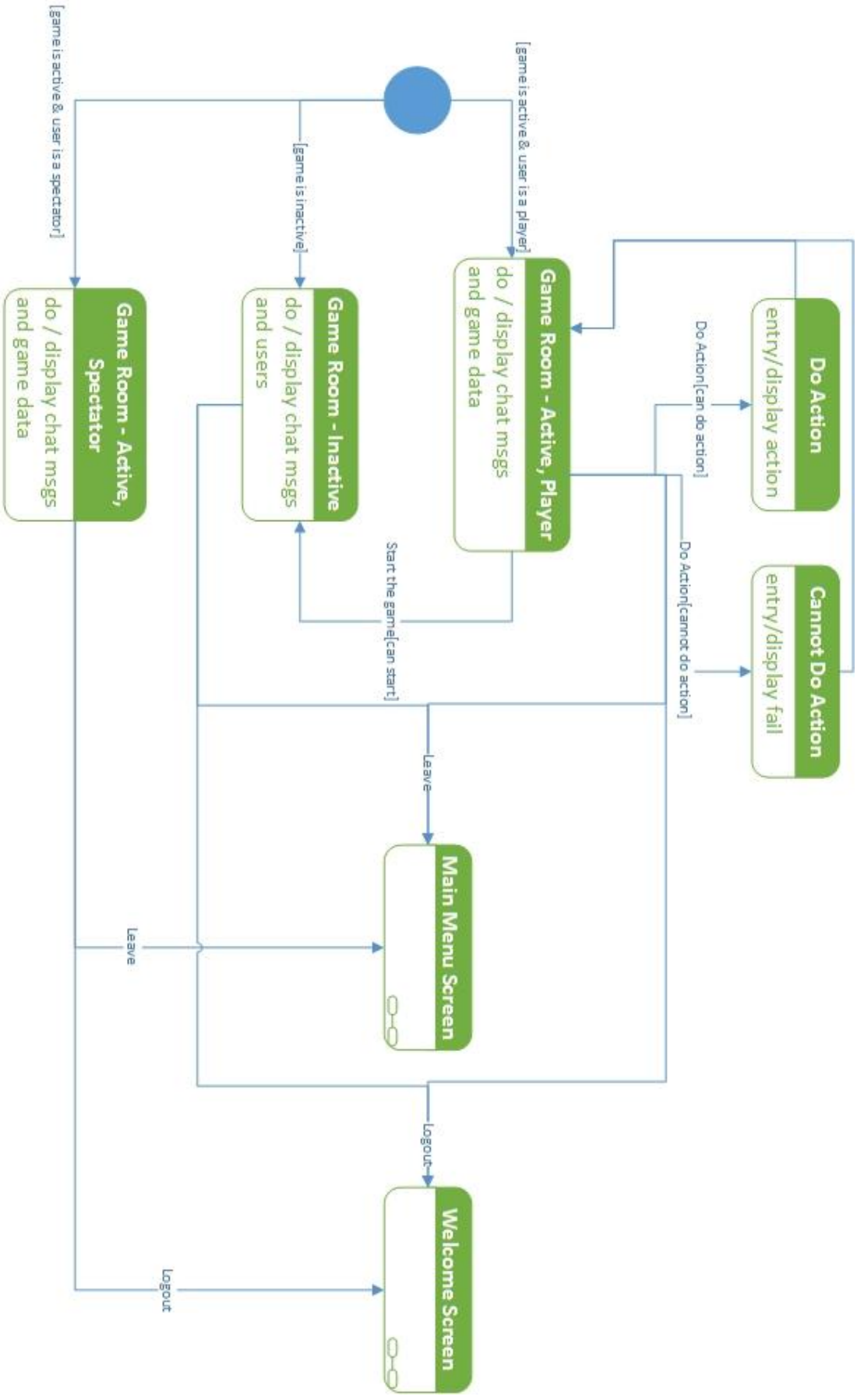
Search Game Screen:



Create Room Screen:

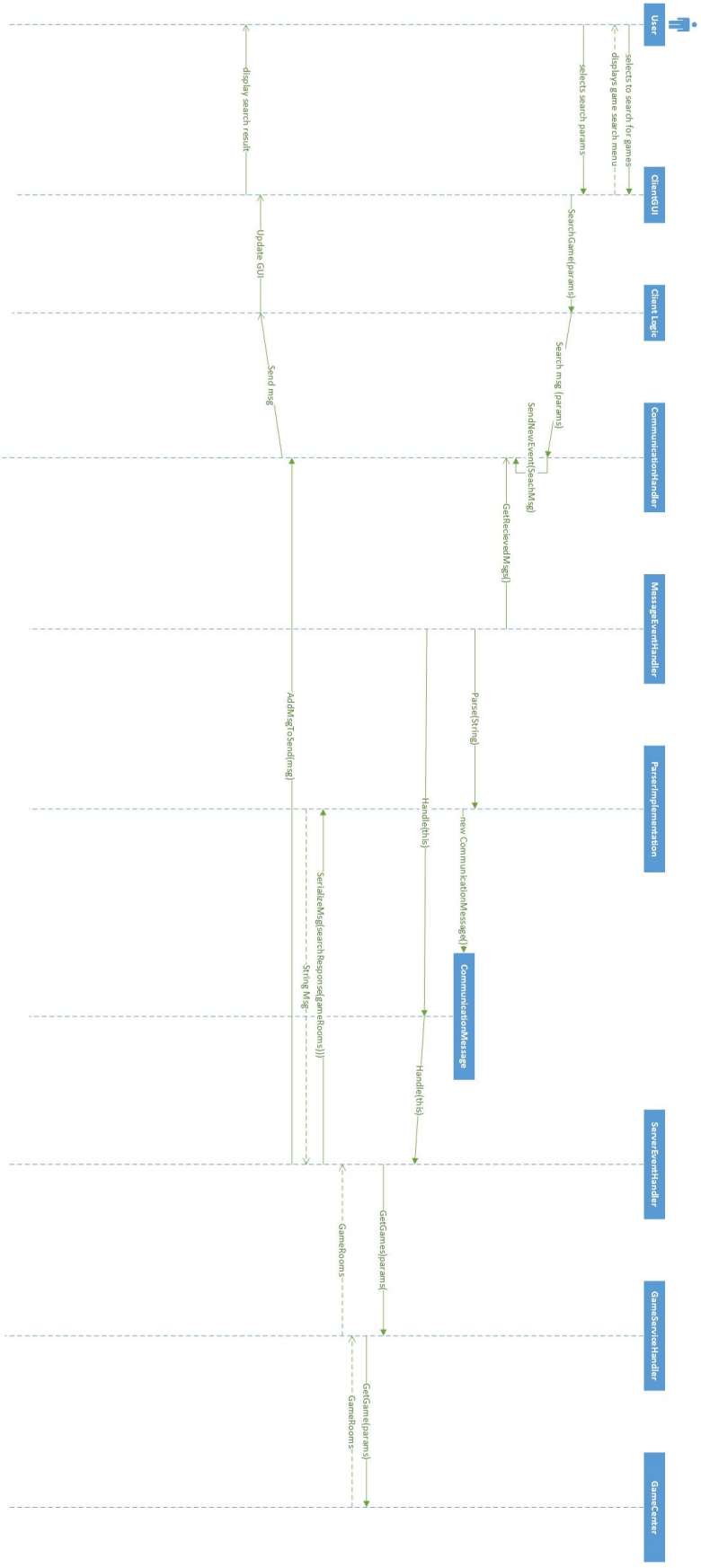


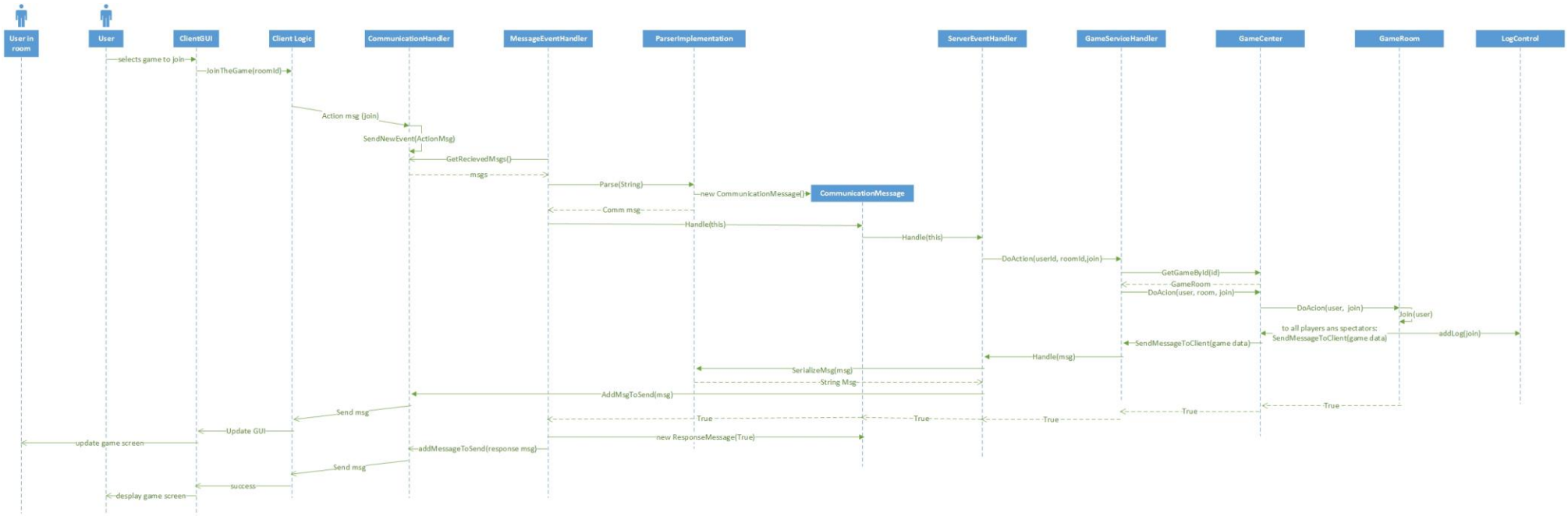
Game Room Screen:



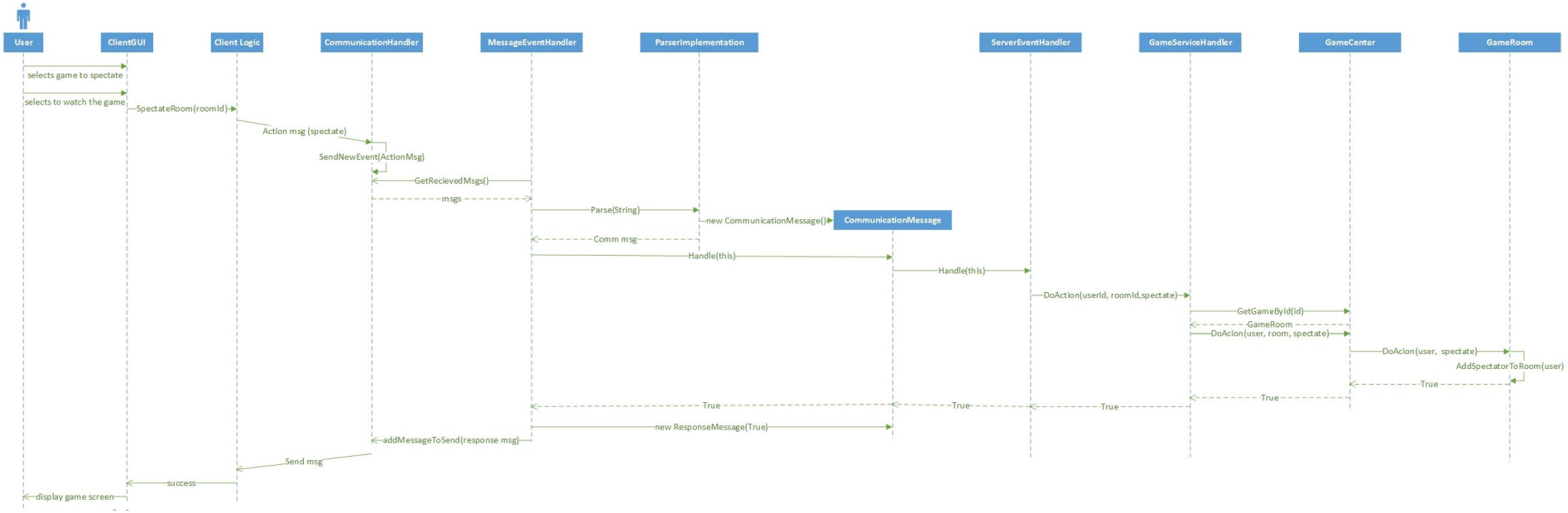
Sequence Diagrams:

Search Games:



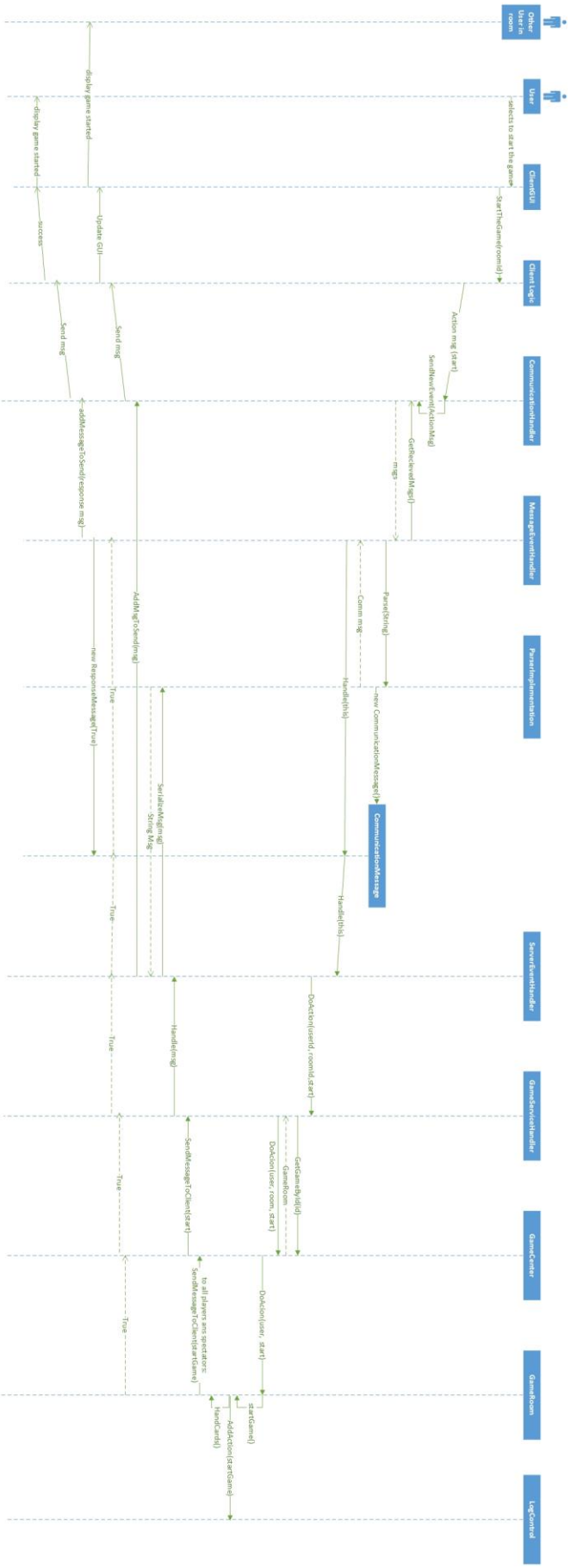

User in room
User
ClientGUI
Client Logic
CommunicationHandler
MessageEventHandler
ParserImplementation
CommunicationMessage
ServerEventHandler
GameServiceHandler
GameCenter
GameRoom
LogControl
selects game to join
JoinTheGame(roomId)
Action msg (join)
SendNewEvent(ActionMsg)
GetRecievedMsgs()
msgs
Parse(String)
new CommunicationMessage()
Comm msg
Handle(this)
Handle(this)
DoAction(userId, roomId,join)
GetGameById(id)
GameRoom
DoAcion(user, room, join)
DoAcion(user, join)
Join(user)
to all players ans spectators:
SendMessageToClient(game data)
addLog(join)
SendMessageToClient(game data)
Handle(msg)
SerializeMsg(msg)
String Msg
AddMsgToSend(msg)
Send msg
True
True
True
True
True
Update GUI
update game screen
new ResponseMessage(True)
addMessageToSend(response msg)
Send msg
success
desplay game screen

Join Game:

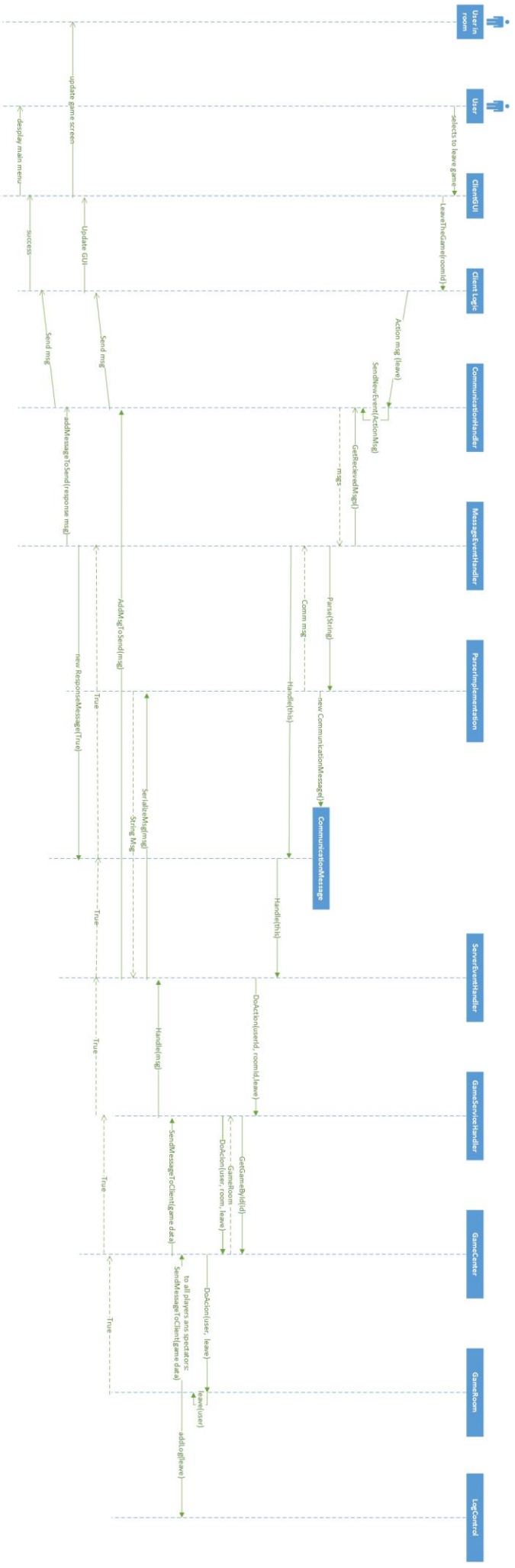


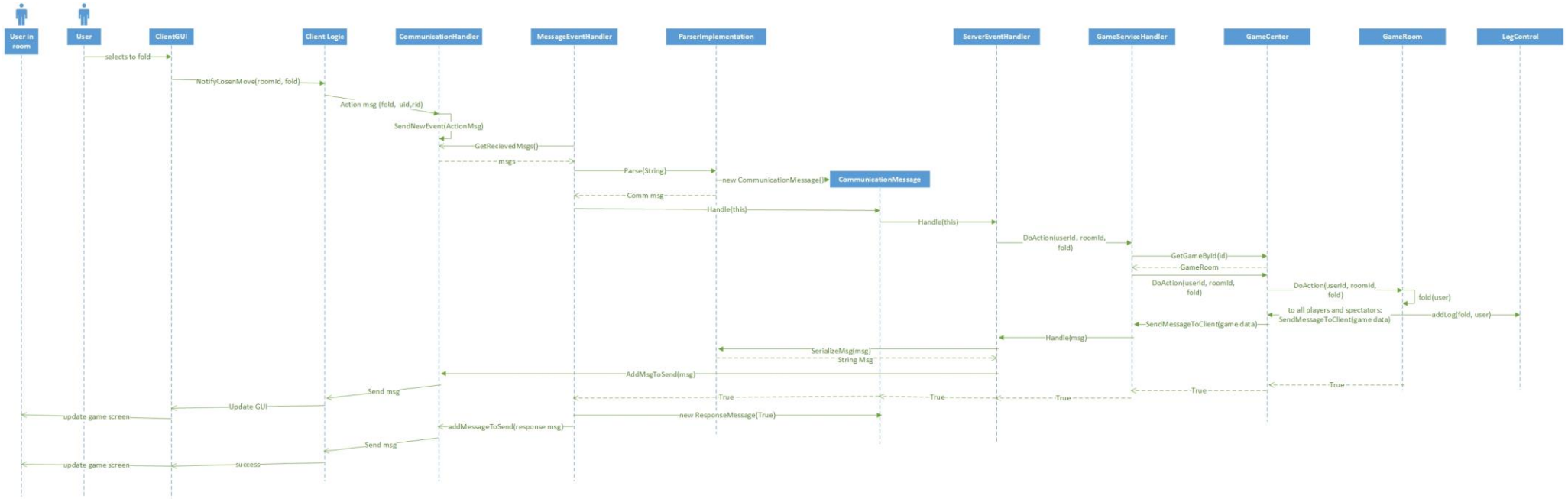
Spectate Existing Games

Start Game and Deal Cards:

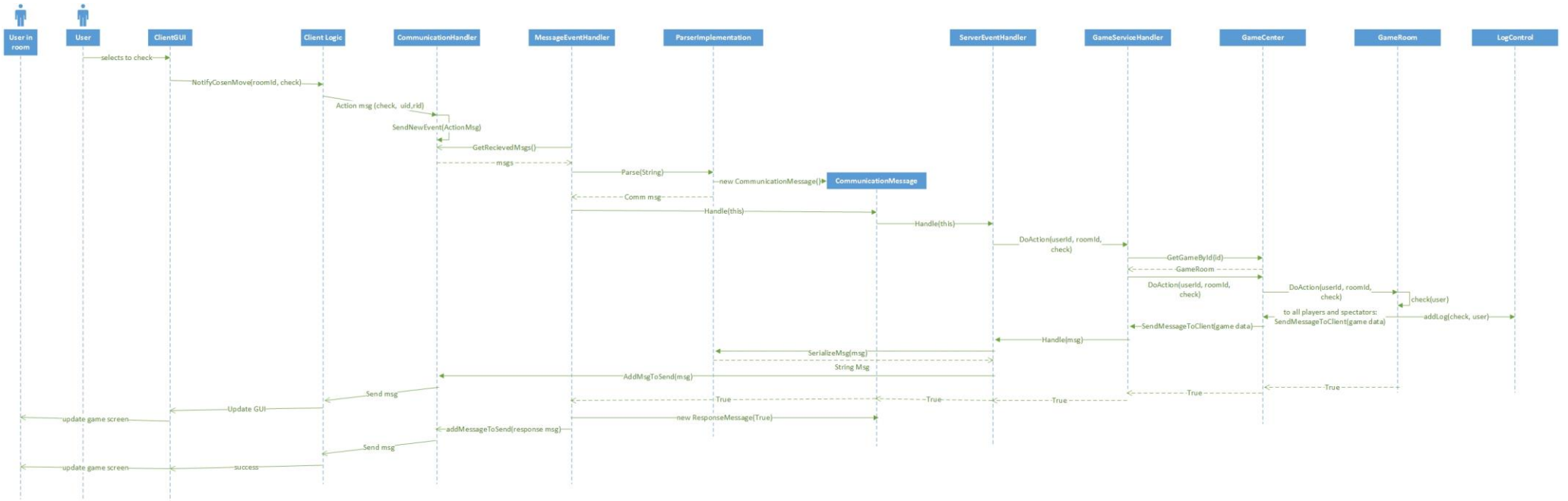


Leave Game:

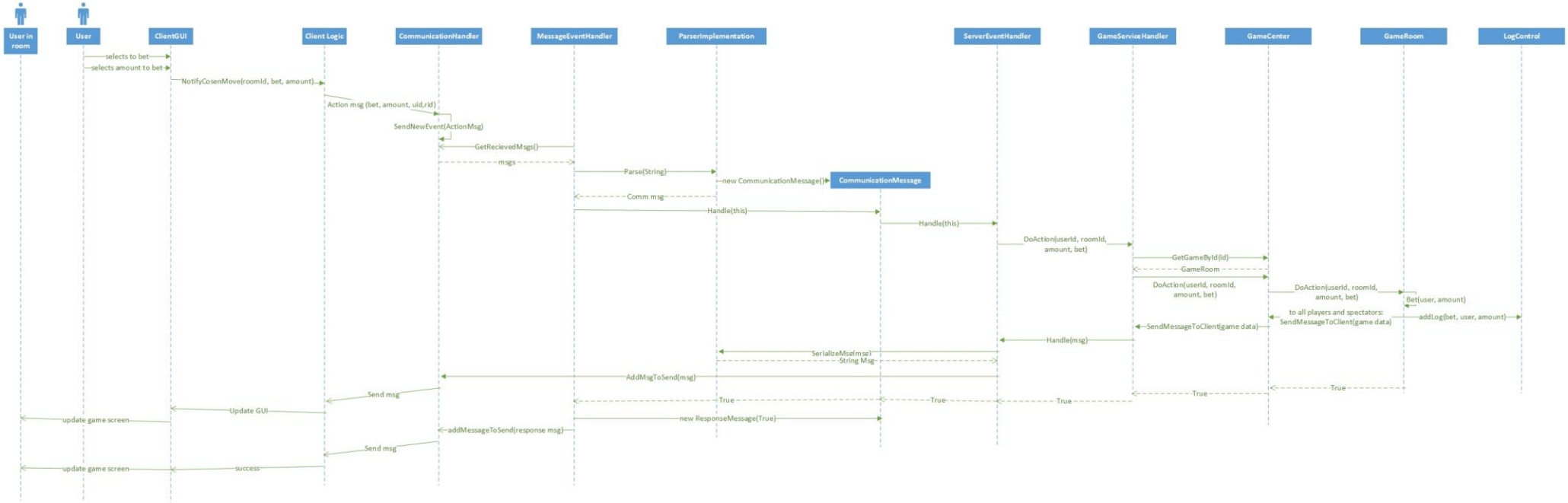

User in room
User
ClientGUI
Client Logic
CommunicationHandler
MessageEventHandler
ParserImplementation
CommunicationMessage
ServerEventHandler
GameServiceHandler
GameCenter
GameRoom
LogControl
update game screen
desplay main menu
selects to leave game
LeaveTheGame(roomId)
success
Update GUI
Action msg (leave)
SendNewEvent(ActionMsg)
GetRecievedMsgs()
msgs
Send msg
Send msg
addMessageToSend(response msg)
Parse(String)
Comm msg
new CommunicationMessage()
Handle(this)
AddMsgToSend(msg)
new ResponseMessage(True)
True
SerializeMsg(msg)
String Msg
Handle(this)
DoAction(userId, roomId,leave)
Handle(msg)
GetGameById(Id)
GameRoom
DoAction(user, room, leave)
SendMessageToClient(game data)
True
DoAction(user, leave)
to all players ans spectators:
SendMessageToClient(game data)
leave(user)
addLog(leave)
True
True
True


User in room
User
ClientGUI
Client Logic
CommunicationHandler
MessageEventHandler
ParserImplementation
ServerEventHandler
GameServiceHandler
GameCenter
GameRoom
LogControl
selects to fold
NotifyCosenMove(roomId, fold)
Action msg (fold, uid,rid)
SendNewEvent(ActionMsg)
GetRecievedMsgs()
msgs
Parse(String)
new CommunicationMessage()
CommunicationMessage
Comm msg
Handle(this)
Handle(this)
DoAction(userId, roomId, fold)
GetGameById(id)
GameRoom
DoAction(userId, roomId, fold)
DoAction(userId, roomId, fold)
fold(user)
to all players and spectators: SendMessageToClient(game data)
addLog(fold, user)
SendMessageToClient(game data)
Handle(msg)
SerializeMsg(msg)
String Msg
AddMsgToSend(msg)
True
True
True
True
True
Send msg
Update GUI
update game screen
new ResponseMessage(True)
addMessageToSend(response msg)
Send msg
update game screen
success

Fold:


User in room
User
ClientGUI
Client Logic
CommunicationHandler
MessageEventHandler
ParserImplementation
CommunicationMessage
ServerEventHandler
GameServiceHandler
GameCenter
GameRoom
LogControl
selects to check
NotifyCosenMove(roomId, check)
Action msg (check, uid,rid)
SendNewEvent(ActionMsg)
GetRecievedMsgs()
msgs
Parse(String)
new CommunicationMessage()
Comm msg
Handle(this)
Handle(this)
DoAction(userId, roomId, check)
GetGameById(id)
GameRoom
DoAction(userId, roomId, check)
DoAction(userId, roomId, check)
check(user)
to all players and spectators: SendMessageToClient(game data)
addLog(check, user)
SendMessageToClient(game data)
Handle(msg)
SerializeMsg(msg)
String Msg
AddMsgToSend(msg)
Send msg
True
True
True
True
True
Update GUI
update game screen
new ResponseMessage(True)
addMessageToSend(response msg)
Send msg
update game screen
success

Check:


User in room
User
ClientGUI
Client Logic
CommunicationHandler
MessageEventHandler
ParserImplementation
CommunicationMessage
ServerEventHandler
GameServiceHandler
GameCenter
GameRoom
LogControl
selects to bet
selects amount to bet
NotifyCosenMove(roomId, bet, amount)
Action msg (bet, amount, uid,rid)
SendNewEvent(ActionMsg)
GetRecievedMsgs()
msgs
Parse(String)
new CommunicationMessage()
Comm msg
Handle(this)
Handle(this)
DoAction(userId, roomId, amount, bet)
GetGameById(id)
GameRoom
DoAction(userId, roomId, amount, bet)
DoAction(userId, roomId, amount, bet)
Bet(user, amount)
to all players and spectators: SendMessageToClient(game data)
addLog(bet, user, amount)
SendMessageToClient(game data)
Handle(msg)
SerializeMsg(msg)
String Msg
AddMsgToSend(msg)
Send msg
True
True
True
True
True
Update GUI
update game screen
new ResponseMessage(True)
addMessageToSend(response msg)
Send msg
update game screen
success

Bet: