Handler

#propertyChangeSupport : PropertyChangeSupport
<<Property>> -game : Game

+Handler()
+Handler(game : Game)
+Handler(game : Game, listener : PropertyChangeListener)
+addPropertyChangeListener(listener : PropertyChangeListener) : void
+removePropertyChangeListener(listener : PropertyChangeListener) : void
#firePropertyChange(propertyName : String, newValue : Object) : void
+getPlayerLocations() : HashMap<Player, Coordinate>
+getSquareItems() : ArrayList<Item>
+getPlayerItems() : ArrayList<Item>
#setGame(game : Game) : void
+fireChanges() : void
#getProperties() : HashMap<String, Object>

ThrowIdentityDiskHandler

+ThrowIdentityDiskHandler(game : Game, listener : PropertyChangeListener)
+throwLaunchable(disc : IdentityDisc, direction : Direction) : void

utilizes

MoveCommand