

| © ↗ ListenerSocket |                                  |      |
|--------------------|----------------------------------|------|
| Ⓜ ↗                | ListenerSocket(ServerController) |      |
| Ⓜ ↗                | run()                            | void |
| Ⓜ ⚠                | closeServerSocket()              | void |

| © ↗ ListenerRMI |  |                              |
|-----------------|--|------------------------------|
| Ⓜ ↗             | ListenerRMI(ServerController)              |                              |
| Ⓜ ↗             | run()                                      | void                         |
| Ⓜ ↗             | unreferenced()                             | void                         |
| Ⓜ ↗             | getNewClientHandler(ClientRemoteInterface) | ClientHandlerRemoteInterface |
| Ⓜ ⚠             | finalize()                                 | void                         |

| ⓘ ↗ ClientHandler |                                |              |
|-------------------|--------------------------------|--------------|
| Ⓜ ↗               | sendPacket(ServerClientPacket) | void         |
| Ⓟ ↗               | inputHandler                   | InputHandler |

| © ↗ ClientHandlerSocket |                                |              |
|-------------------------|--------------------------------|--------------|
| Ⓜ ↗                     | ClientHandlerSocket(Socket)    |              |
| Ⓜ ⚠                     | closeSocket()                  | void         |
| Ⓜ ↗                     | run()                          | void         |
| Ⓜ ↗                     | sendPacket(ServerClientPacket) | void         |
| Ⓟ ↗                     | inputHandler                   | InputHandler |

| © ↗ ClientHandlerRMI |   |              |
|----------------------|---|--------------|
| Ⓜ ↗                  | ClientHandlerRMI(ClientRemoteInterface) |              |
| Ⓜ ↗                  | sendCSP(ClientServerPacket)             | void         |
| Ⓜ ↗                  | ping()                                  | void         |
| Ⓜ ↗                  | handShake()                             | void         |
| Ⓜ ↗                  | run()                                   | void         |
| Ⓜ ↗                  | sendPacket(ServerClientPacket)          | void         |
| Ⓟ ↗                  | inputHandler                            | InputHandler |

