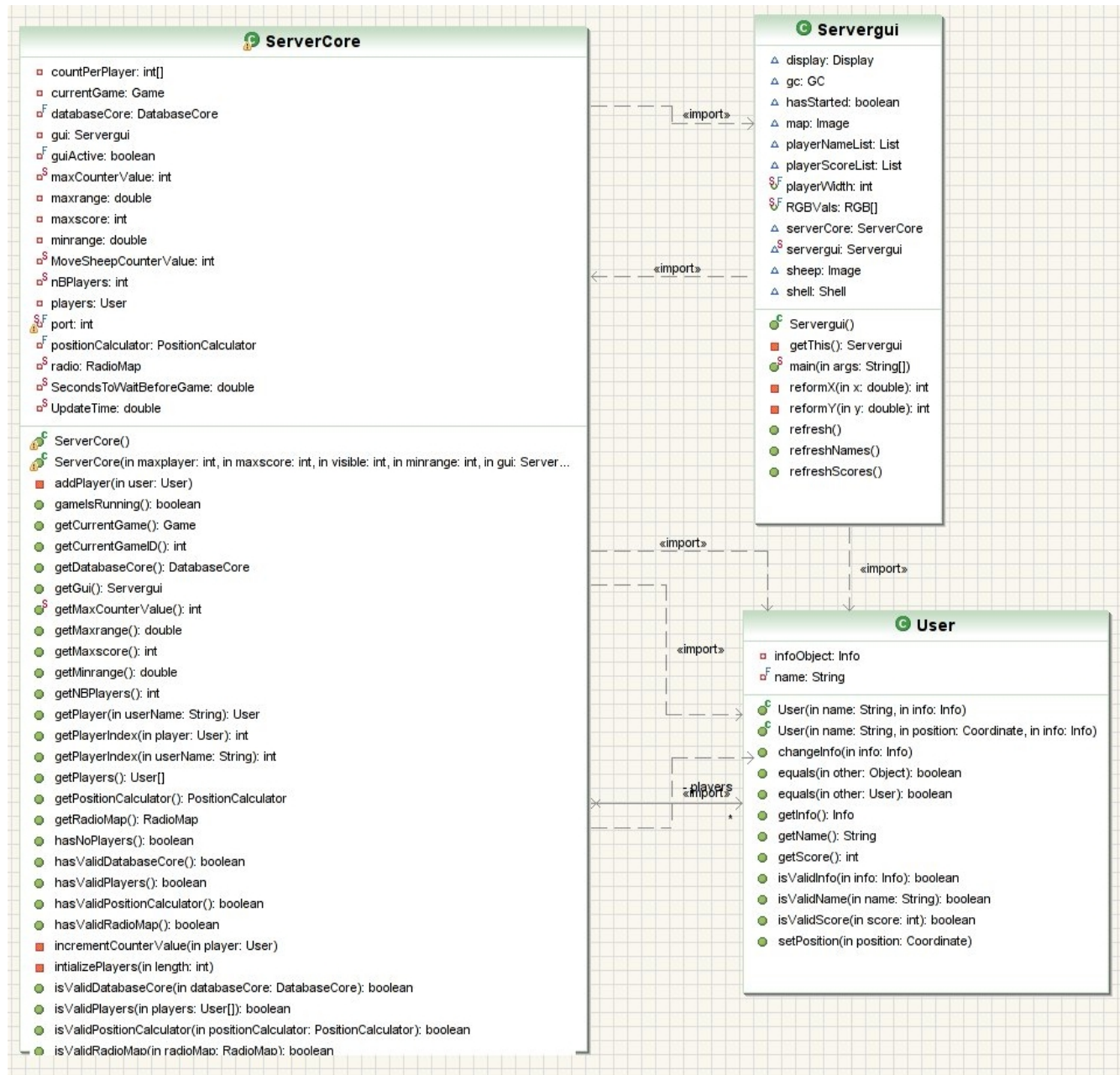


Klasse Diagramma's

1. Server



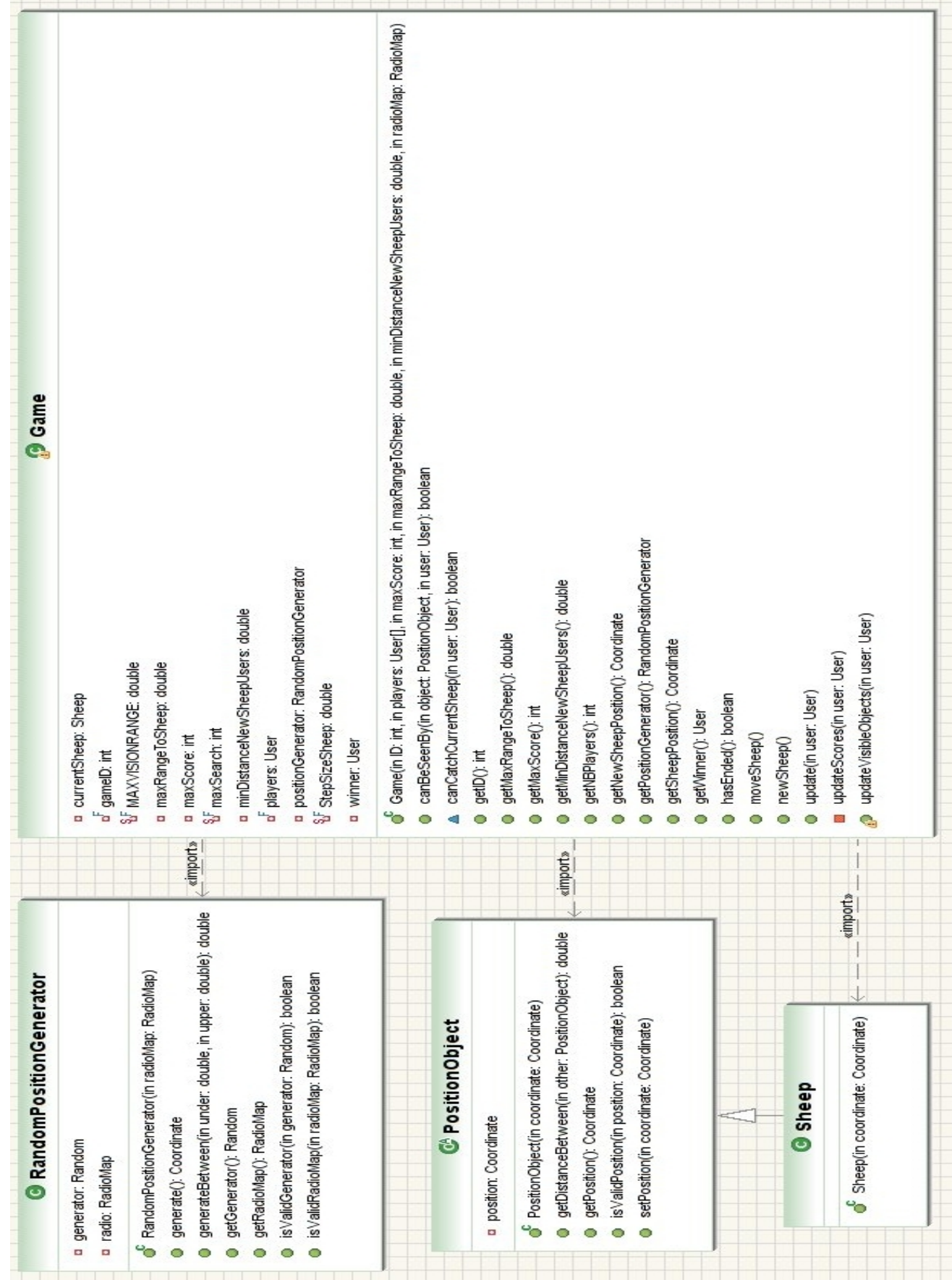
2. Database

 **DatabaseCore**

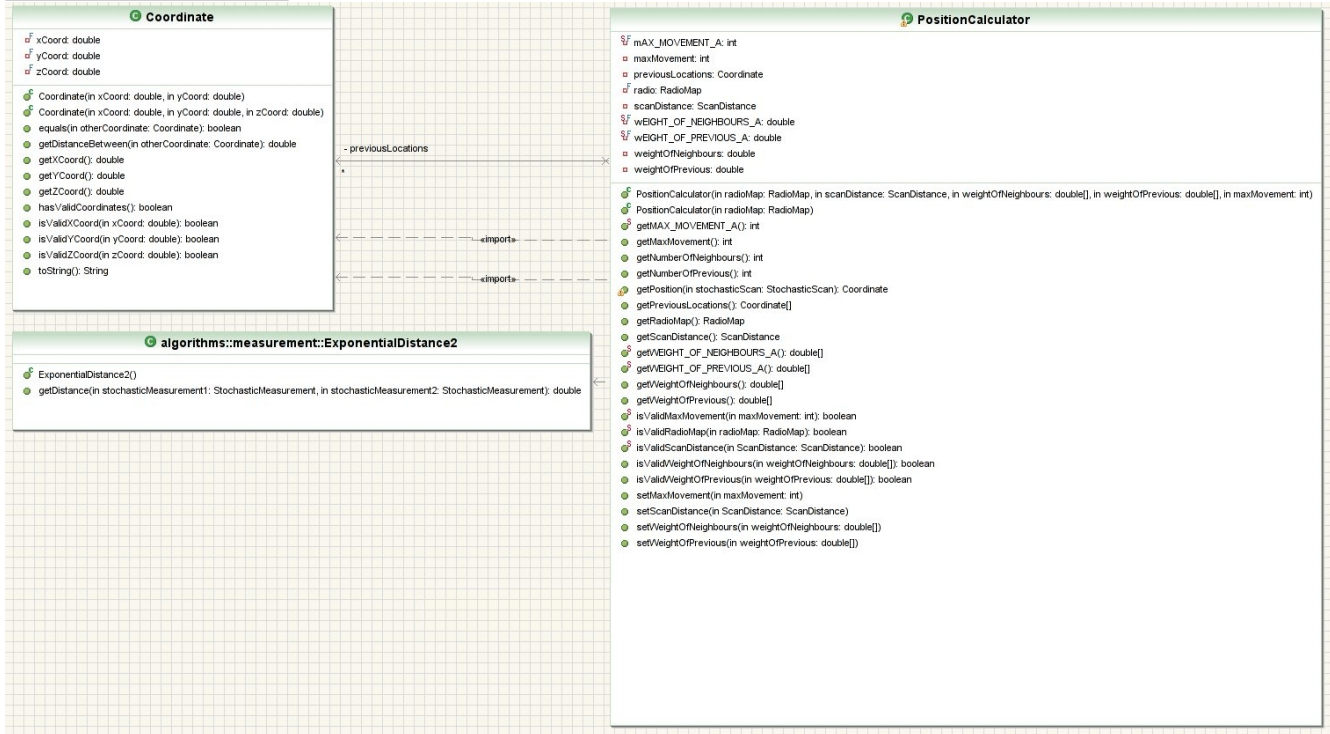
- ❑ connection: Connection
- ❑ db: String
- ❑ password: String
- ❑ server: String
- ❑ user: String

- 🟢 DatabaseCore(in server: String, in db: String, in user: String, in password: String)
- 🟢 connect(): boolean
- 🟢 disconnect(): boolean
- 🟢 endGame(in gameId: int, in scores: int[], in users: User[])
- 🟢 getConnection(): Connection
- 🟢 getDb(): String
- 🔴 getFingerprints(in radioMap: RadioMap, in radiomapId: int)
- 🟢 getPassword(): String
- 🟢 getRadioMap(in radiomapName: String): RadioMap
- 🔴 getRadioMapLevels(in radioMap: RadioMap, in radiomapId: int)
- 🔴 getRadioMapZones(in radioMapLevel: RadioMapLevel, in levelId: int)
- 🟢 getServer(): String
- 🔴 getStochasticScan(in fingerprintId: int): StochasticScan
- 🟢 getUser(): String
- 🟢 loadUser(in username: String): User
- 🟢 reconnect(): boolean
- 🟢 saveFingerprint(in fp: FingerPrint): boolean
- 🔴 setConnection(in connection: Connection)
- 🟢 setDb(in db: String)
- 🟢 setPassword(in password: String)
- 🟢 setServer(in server: String)
- 🟢 setUser(in user: String)
- 🟢 startGame(): int

3. Game

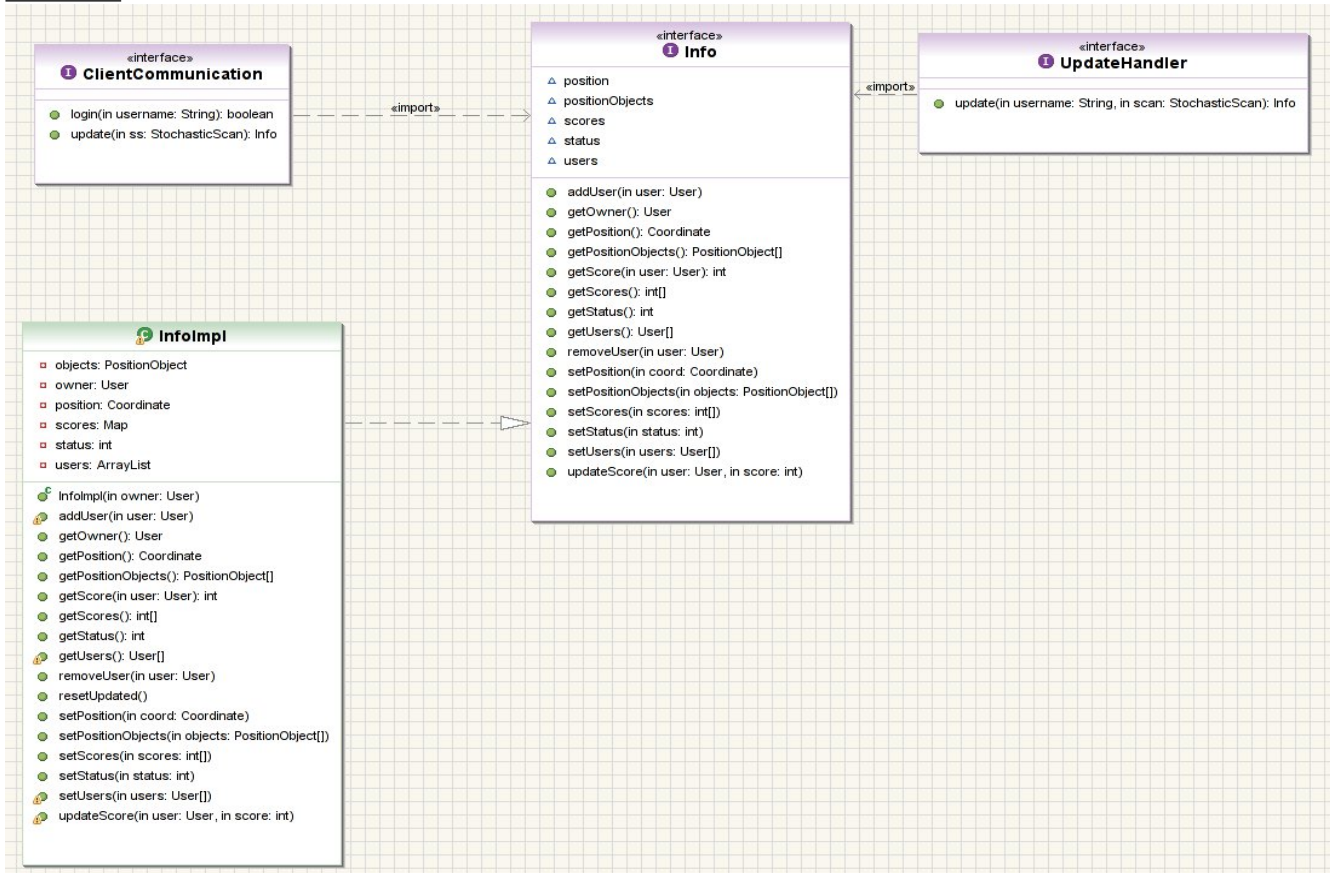


4. Position Calculator

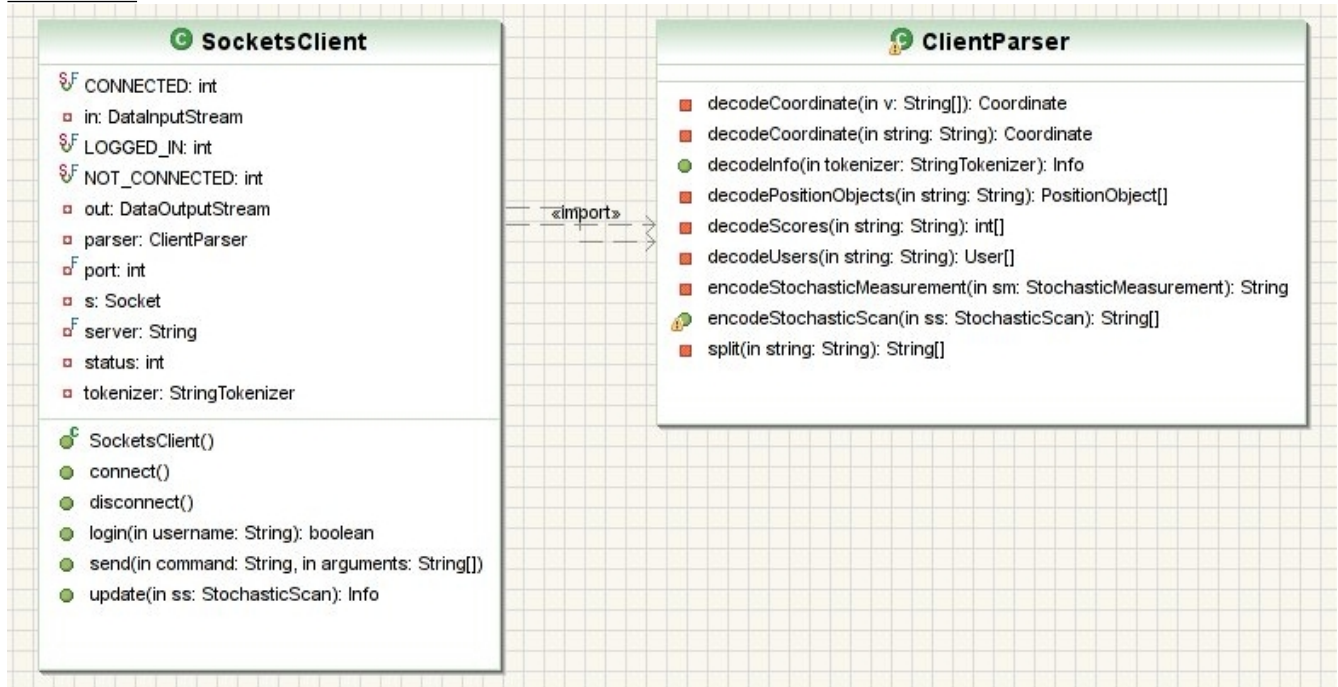


5. Communication

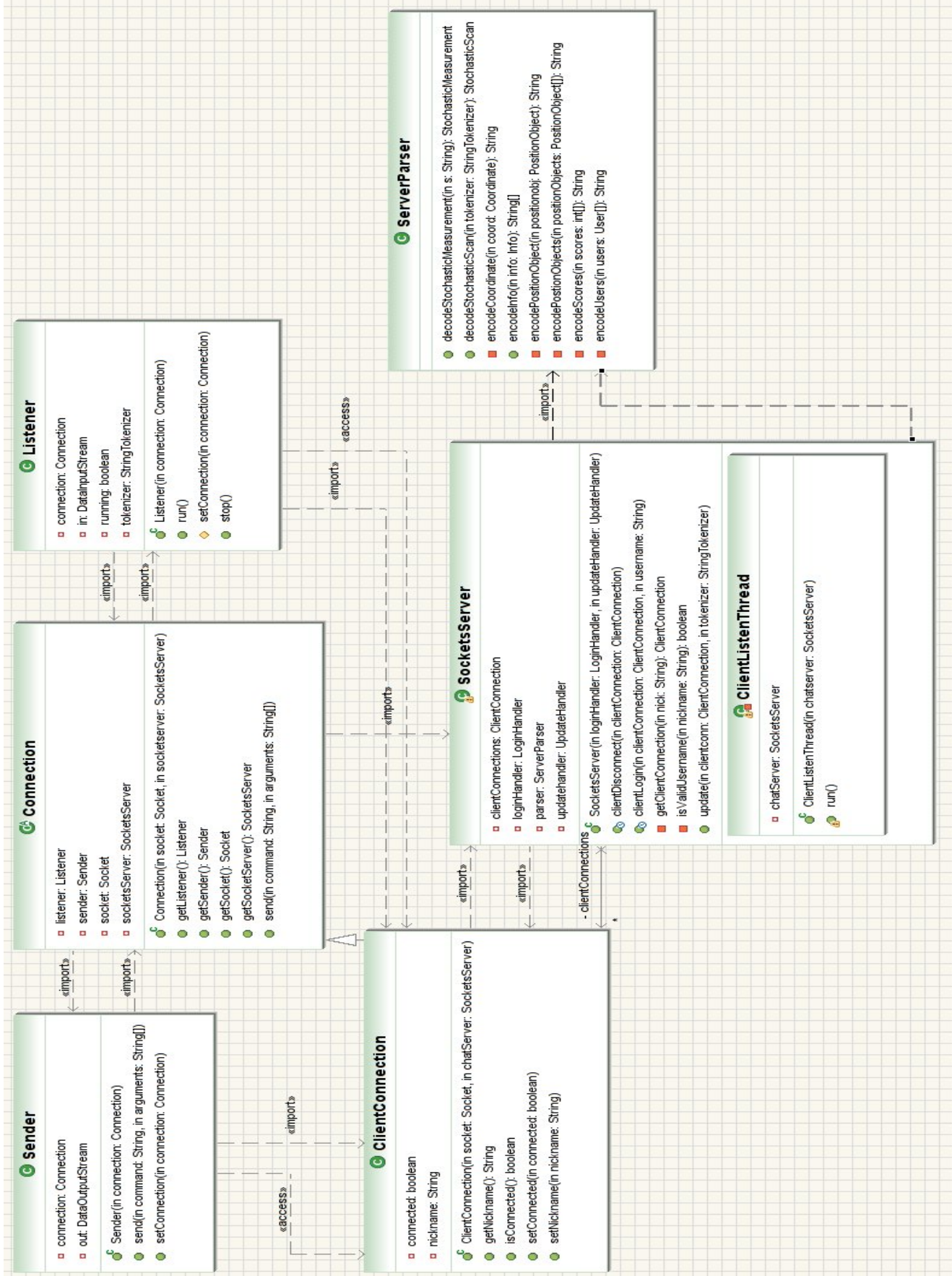
5.1 Main



5.2 Client



5.3 Server



6. Client

