This is the class diagram for PC Online Multiplayer Game Galcon. See also the sample of Qt source code for this project on http://assignment4student.com/programming-homework/qt.html.

CFleet
- originPlanetId : Integer
- destPlanetId : Integer
- numShips : Integer
- percentPassed : Double
- ownerId : Byte
- id : Integer
- Move()
- Get()
- CFleet()
- SetPercent()

CPlayer
- id : Byte
- name : CString
- CPlayer()

CReportWindow
- CReportWindow()
- DisplayMessage()

CDialogConnect
- username : String
- address : String
- CDialogConnect()
- GetUserName()
- GetServerAddress...
- SlotOnOkClick()

CNetwork
- SignalInputFromServer()
- SendMessage()
- CNetwork()
- SlotInputMessage()
- SignalSendToServer()

CPlanet
- x : Integer
- y : Integer
- r : Integer
- id : Byte
- ownerId : Byte
- numShips : Integer
- IncreaseNumShips()
- GetOwnerId()
- GetPhysicalData()
- GetNumShips()
- CPlanet()
- Battle()
- Set()

CMap
- width : Integer
- height : Integer
- planets : CArray
- moveSpeed : Integer
- increaseCoef : Integer
- players : CArray
- fleets : CArray
- IncreasePlanetShips()
- MoveFleets()
- CreateFleets()
- CMap()
- GetNumPlanets()
- GetPlanet()
- GetSize()
- GetNumFleets()
- GetFleet()
- Refresh()
- DeleteFleet()

CGame
- pNet : CNetwork
- pMap : CMap
- pView : CGraphics
- SlotInputFromServer()
- SlotSendFleet()

CParser
- CParser()
- ParseToMessage()
- ParseToString()

CGraphics
- pModel : CMap
- playerId : Integer
- pScene
- originPlanets : CArray
- percentage : Integer
- destinationPlanetId : Integ...
- Redraw()
- SignalSendFleet()
- CGraphics()
- SlotOriginPlanets()
- SlotPercentageOfShips()
- SlotDestination()

CSendFleetMessage
- originPlanets : CArray
- percentage : Integer
- destPlanetId : Integer
- CSendFleetMessage()

CMessage

CCountdownMessage
- timeToStart : Integer
- CCountdownMessage()

CFleetView
- CFleetView()

CPlanetView
- CPlanetView()

CInitMapMessage
- x
- y
- v_grow
- v_fly
- planets : CArray
- players : CArray
- CInitMapMessage()

CUserIdMessage
- playerId : Integer
- CUserIdMessage()

CErrorMessage
- errorReason : Stri...
- CErrorMessage()