# Client Program UML Diagram

**<<Interface>>**
**Application**

**<<Interface>>**
**Thread**

**<<Interface>>**
**Serializable**

## ClientGUI

+IP:TextField
+PortNum:TextField
+BidAmt:TextField
+ServerCon:Button
+Play:Button
+PlayerBet:Button
+BankerBet:Button
+DrawBet:Button
+Quit:Button
+Banker:Label
+Player:Label
+CurrWinnings:Label
+results:Label
+Winner:Label
+ Totals:Label
+clientconnection:Client

+StartScene():Scene
+GameScene():Scene
+start(stafe primaryStage):void
+main(Strings[] args):void

## Client

+socketClient:Socket
+IP:String
+PortNum:int
+out:ObjectOutputStream
+in:ObjectInputStream;
-callback:Consumer<Serializable>

+Client(String IP, int Port, Consumer<Serializable>)
+run():void
+send(string Hand, double Amount):void
+getSocket():Socket
+getIP():String
+getPort():int

## BaccaratInfo

-serialversionID: long{readOnly}
+earned:double
+Bid:double
+Hand:String
+results:String

+BaccaratInfo
+PlayerHand: ArrayList<String>
 +BankerHand: ArrayList<String>