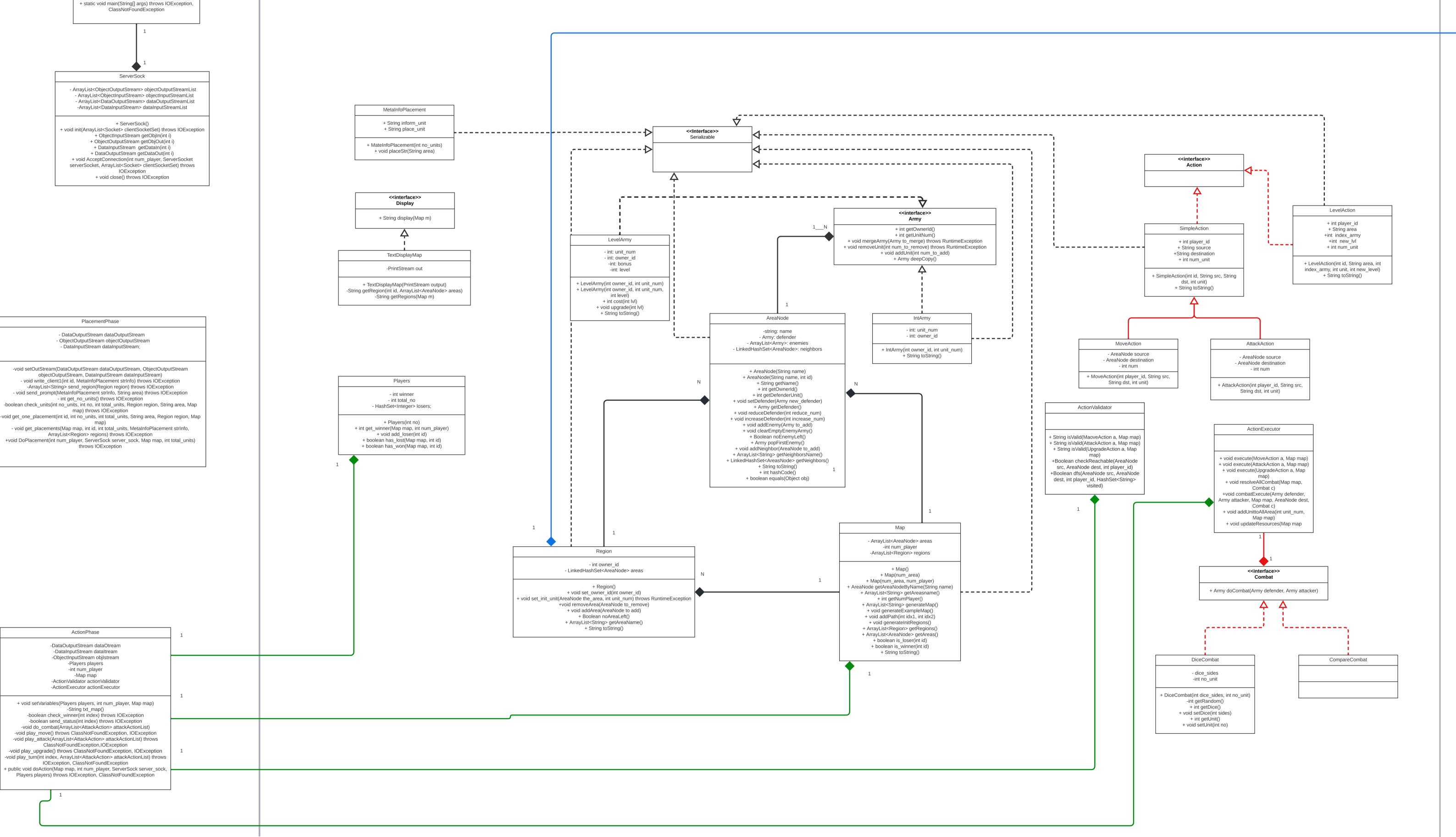
## Terminology

Red: Connections related to action interface
Blue: Connections between shared and client

**Green: Connection between server and shared** 

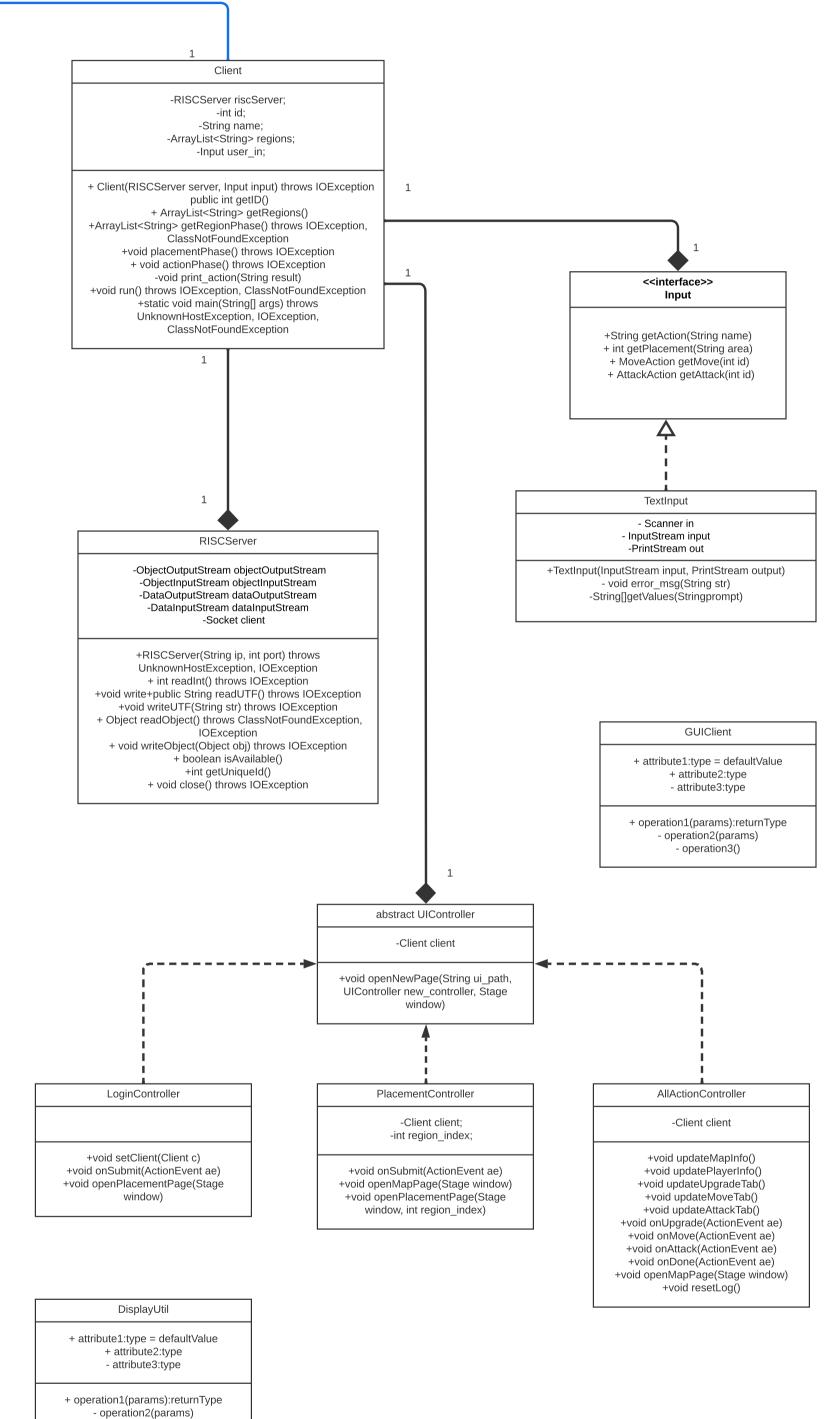


Server

-ServerSocket serverSocket

-ArrayList<Socket> clientSocketSet -int listen\_port -ServerSock server\_sock

+ Server(int listen\_port) throws SocketException, IOException + void run(int num\_player) throws IOException, ClassNotFoundException



operation3()