

for client

```
NetworkConnection
# int playerId
# BorderLayout gamePanel
# ConnThread connThread
# Consumer<Serializable> callback
# String player1 moves, player2 moves
# int p1Score, p2Score
# int playerSize
# Button rock, paper, scissors, lizard, spock, yes, no
# int rand
# boolean goAgain
# GUI stuff

+ NetworkConnection(callback: Consumer<Serializable>)
+ startConn()
+ send(serializable data)
+ closeConn()
# BorderLayout setPanel()
# String setIP()
# boolean isServer()
# setIP(ip: String)
# setPort(port: int)
+ reset()
```

Thread

ConnThread

- Socket socket
- ObjectOutputStream out
- + run()

```
Client
- String ip
- int port

+ Client(ip: String, port: int, callback: Consumer<Serializable>)
+ setPanel(): BorderLayout
# isServer(): boolean
# getIP: String
# getPort(): int
# setIP(ip: String)
# setPort(port: int)
```


for server
~~3 class~~

```

NetworkConnection
# BorderLayout GamePanel
# String player1Plays, player2Plays
# int player1Score, player2Score
# int round
# String p1CurrPlay
# String p2CurrPlay
# boolean p1TookTurn, p2TookTurn
# boolean p1Written, p2Written
# boolean p1PlayAgain, p2PlayAgain
+ send(ConnThread x, y: Serializable)
+ closeConn()
+ setPane(): BorderLayout
+ isServer(): Boolean
+ getIP(): String
+ getPort(): int
  
```

```

Thread
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  |
  v
ConnThread
- Socket socket
- int serverPort
- ObjectOutputStream out
+ ConnThread()
+ closeConn()
+ run()
  |
  |
  v
StartConn
+ run()
  
```

```

Server
- int port
+ Server(port: int, callback: Consumer<Serializable>)
+ setPane(): BorderLayout
# isServer(): Boolean
# getIP(): String
# getPort(): int
  
```