

Server
- ArrayList<ClientThread>: clients
- void acceptClients() + Server(int)
+ <u>main(String[]): void</u>

ServerThread
-Socket: client -LinkedList<String>: messages
+ void newMessage(String) + void serverThread(Socket, String)

Client
- int: port -string: name -ServerThread: server_thread
+ void startClient() + void collectCoordinates(String) + <u>main(String[]): void</u>

ClientThread
- Server: server - Socket: client - PrintWriter: out
+ClientThread(Server, Socket) +void gameReady() +PrintWriter getWriter()

«enumeration» Stone
EMPTY BLACK WHITE
+ getColor() : Color

«interface» GoPlayer
+ checkWinner(Stone[][]): Stone + getMove(Stone[][]): int[]

