




























 PlayerThread  
 run() void  
 startGame() void  
 getNickname() String  
 changePlayerTurn() void  
 getPlayerRemoteViewPlayerRemoteView



 ServerSocket  
 run() void  
 getPlayers() List<PlayerThread>



 Server  
 run() void  
 main(String[] args) void

 ClientSocket  
 startClient() void  
 getServerHost() String  
 getContSelect() ContSelect  
 getPlayerView() PlayerView  
 setUI(UIinterfac) void  
 setInfo(String, Strir) void  
 notifyGUI(String) void  
 getViewContEvent() ViewContEver  
 closeConnection() void  
 setView(UIinterfac) void  
 main(String[] args) void  
 getOk() Boolean  
 getYouAreFirstPlayer() Boolean  
 setColorList(List<String) void  
 getColorList() List<String  
 getTableController() TableControlle  
 setTableController(TableControl void