

StatusPanel

SLABEL: JLabel

sPanel(status:String)>> tus(status:String): void

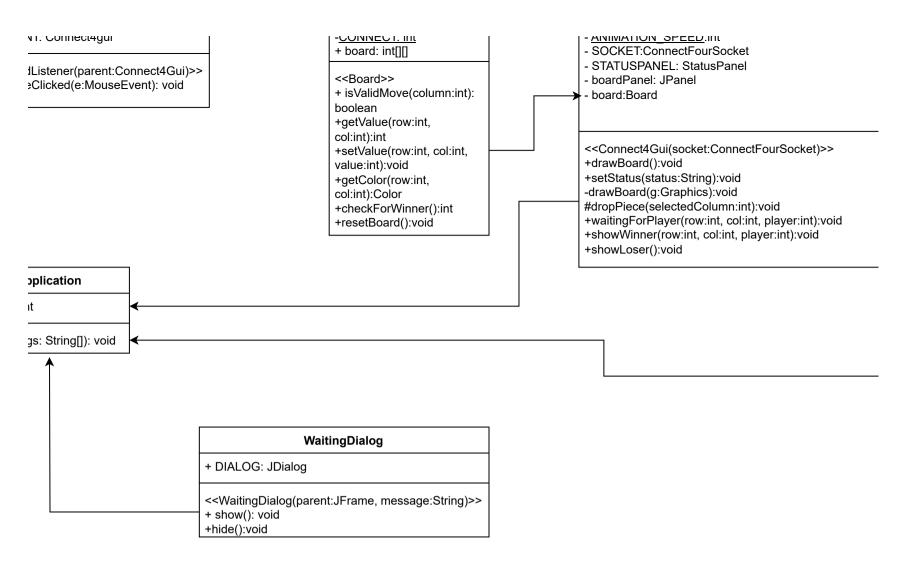
<<Board

+ mouse

Αŗ

- <u>PORT</u>: in

+ main(arç



	←			
		ConnectFourSocket		
		- serverSocket: ServerSocket - peerSocket:Socket - input:BufferedReader - output:PrintWriter - isServer:boolean		
		+close():void +sendMessage(rov +recieveMessage(+sendRematchCor	n eerSocket:Socket):void w:int, col:int, player:int):void	