

Server	
count	int
clients	ArrayList<ClientThread>
theServer	RPSLSServer
server	TheServer
callback	Consumer<Serializable>
callback2	Consumer<Serializable>
port	int
clientCount	int
Server(int, Consumer<Serializable>, Consumer<Serializable>)	
generateClients(Gamelnfo)	void

ClientThread	
connection	Socket
count	int
gamelnfo	Gamelnfo
avallable	boolean
Client Thread(Socket, int, boolean)	
run()	void
inputStream	ObjectInputStream
outputStream	ObjectOutputStream

TheServer	
run()	void

Gamelnfo	
serialVersionUID	long
p1Points	int
p2Points	int
p1Plays	String
p2Plays	String
p1Choice	String
p2Choice	String
message	String
have2players	Boolean
challenged	Integer
challengedBy	Integer
client1	int
client2	int
clientList	String

ServerTest	
server	RPSLSServer
servers	Server
gamelnfo	Gamelnfo
port	int
call	Consumer<Serializable>
call2	Consumer<Serializable>
init()	void
testRPSLSServer()	void
testServer()	void
testGamelnfo()	void
testPort()	void
testPort2()	void

RPSLSServer	
startServer	Button
quit	Button
listItems	ListView<String>
onlineClients	ListView<String>
scene1	Scene
scene2	Scene
portAddress	String
portAddresses	int
serverConnection	Server
main(String[])	void
start(Stage)	void