

RPSLSCClient		
play	Button	
playAgain	Button	
quit	Button	
rock	Button	
paper	Button	
scissors	Button	
lizard	Button	
spock	Button	
portAdds	Int	
clientView	ListView<String>	
onlineClients	ListView<String>	
imagesPlayed	ListView<ImageView>	
scene1	Scene	
scene2	Scene	
scene3	Scene	
ipAdd	String	
portAdd	String	
choice	String	
challenges	Integer	
welcomeMessage	Text	
rulesMessage	Text	
ipAddress	TextField	
portNumber	TextField	
clients	Client	
rockImage	Image	
paperImage	Image	
scissorsImage	Image	
lizardImage	Image	
spockImage	Image	
main(String[])	void	
start(Stage)	void	
setDisable()	void	
setEnable()	void	

ClientTest		
info	GameInfo	
ip	String	
port	int	
call	Consumer<Serializable>	
call2	Consumer<Serializable>	
testGameInfo()	void	
testPort()	void	
testIP()	void	

Client		
socketClient	Socket	
callback	Consumer<Serializable>	
callback2	Consumer<Serializable>	
image2	ImageView	
image1	ImageView	
ip	String	
port	int	
ready	boolean	
clients	RPSLSCClient	
in	ObjectInputStream	
out	ObjectOutputStream	
gameInfo	GameInfo	
Client(String, int, Consumer<Serializable>, Consumer<Serializable>)		
run()	void	
send(String)	void	
send2(Integer)	void	
setImage1()	void	
setImage2()	void	
getImage1()	ImageView	
getImage2()	ImageView	

GameInfo		
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	