

Server		
count	int	
clients	ArrayList<ClientThread>	
theServer	RPSLSServer	
server	TheServer	
callback	Consumer<Serializable>	
callback2	Consumer<Serializable>	
port	int	
nextMove	FindNextMove	
top1score	int	
top1client	int	
top2score	int	
top2client	int	
top3score	int	
top3client	int	
Server(int, Consumer<Serializable>, Consumer<Serializable>)		

ClientThread		
connection	Socket	
count	int	
gameInfo	GameInfo	
currState	String[]	
move	int	
clientWins	int	
ClientThread(Socket, int)		
run()	void	
checkWin(String[])	int	
generateScores()	String	
InputStream	ObjectInputStream	
OutputStream	ObjectOutputStream	

TheServer		
run()	void	

ServerTest		
server	RPSLSServer	
servers	Server	
gameInfo	GameInfo	
aiMinMax	AI_MinMax	
minmax	String[]	
node	Node	
Minmax	MinMax	
nextMove	FindNextMove	
port	int	
call	Consumer<Serializable>	
call2	Consumer<Serializable>	
init()	void	
testRPSLSServer()	void	
testServer()	void	
testGameInfo()	void	
testAMinMax()	void	
testNode()	void	
testMinMax()	void	
testFindNextMove()	void	
testPort()	void	
testPort2()	void	
testMinMax1()	void	
testMinMax2()	void	
testMinMax3()	void	
testintMoveList1()	void	
testintMoveList2()	void	
testintMoveList3()	void	

MinMax		
initState	String[]	
initNode	Node	
stateList	ArrayList<Node>	
MinMax(String[])		
findMoves()	ArrayList<Node>	
setInitNode()	void	
createStateList(String, Node)	ArrayList<Node>	
printList(ArrayList<Node>)	void	
setStateList_MinMaxValues(ArrayList<Node>, int)	void	
print_minMax(ArrayList<Node>)	void	
Min(Node)	int	
Max(Node)	int	

Node		
state	String[]	
minMaxValue	int	
movedTo	int	
Node(String[], int)		
getMovedTo()	int	
setMinMax_for_O()	void	
setMinMax_for_X()	void	
setMinMax(int)	void	
checkForDraw()	boolean	
getMinMax()	int	
getInitStateString()	String[]	

RPSLSServer		
startServer	Button	
quit	Button	
listItems	ListView<String>	
top3Scores	ListView<String>	
scene1	Scene	
scene2	Scene	
portAddress	String	
portAddresses	int	
serverConnection	Server	
main(String[])	void	
start(Stage)	void	

GameInfo		
serialVersionUID	long	
topScores	String	
opponentPlayed	int	
serverPlayed	int	
whoWon	int	
serverMessage	String	
clientMessage	String	

AI_MinMax		
init_board	String[]	
movesList	ArrayList<Node>	
AI_MinMax(String[])		
getBoard()	String[]	
printBestMoves()	void	
intMoveList()	ArrayList<Integer>	

FindNextMove		
movesList	ArrayList<Integer>	
getBestMove(String[])	int	