

RPSLSCClient	
◦ play	Button
◦ playAgain	Button
◦ quit	Button
◦ boardButtons	HashMap<Integer, Button>
◦ board	GridPane
◦ choice	int
◦ portAdds	int
◦ clientView	ListView<String>
◦ top3Scores	ListView<String>
◦ imagesPlayed	ListView<ImageView>
◦ scene1	Scene
◦ scene2	Scene
◦ scene3	Scene
◦ ipAdd	String
◦ portAdd	String
◦ welcomeMessage	Text
◦ rulesMessage	Text
◦ ipAddress	TextField
◦ portNumber	TextField
◦ clients	Client
main(String[])	void
start(Stage)	void

Client	
◦ socketClient	Socket
◦ callback	Consumer<Serializable>
◦ callback2	Consumer<Serializable>
◦ callback3	Consumer<Serializable>
◦ callback4	Consumer<Serializable>
◦ image2	ImageView
◦ image1	ImageView
◦ ip	String
◦ port	int
◦ ready	boolean
◦ in	ObjectInputStream
◦ out	ObjectOutputStream
◦ gameInfo	GameInfo
Client(String, int, Consumer<Serializable>, Consumer<Serializable>, Consumer<Serializable>, Consumer<Serializable>)	
run()	void
send(Integer)	void

ClientTest	
◦ info	GameInfo
◦ ip	String
◦ port	int
testGameInfo()	void
testPort()	void
testIP()	void
testGameInfoOpponentPlayed()	void

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