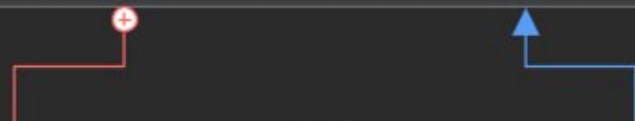


ClientFX		
f	playAgain	Button
f	quit	Button
f	submitfirstinput	Button
f	challenge	Button
f	submitsecondinput	Button
f	closeWindow	Button
f	submitthirdinput	Button
f	play	Scene
f	firstwindow	Scene
f	challenges	Scene
f	challengeddeclined	Scene
f	clientPick	String
f	ipAddress	String
f	portAddress	String
f	answer	String
f	portAddresses	int
f	welcomeMessage	Text
f	rulesMessage	Text
f	startMessage	Text
f	clientMessage	Text
f	hallenbeckMessage	Text
f	closingMessage	Text
f	isServer	boolean
f	conn	NetworkConnectionClient
f	messages	TextArea
m	createContent()	VBox
m	main(String[])	void
m	start(Stage)	void
m	createClient(String, Integer)	Client

NetworkConnectionClient		
f	connthread	ConnThread
f	callback	Consumer<Serializable>
NetworkConnectionClient(Consumer<Serializable>)		
m	startConn()	void
m	send(Serializable)	void
m	closeConn()	void
m	isServer()	boolean
m	getIP()	String
m	getPort()	int

ConnThread		
f	socket	Socket
f	out	ObjectOutputStream
m	run()	void

Client		
f	ip	String
f	port	int
Client(String, int, Consumer<Serializable>)		
m	isServer()	boolean
m	getIP()	String
m	getPort()	int



NetworkConnectionServer		
f	connthread	ConnThread
f	callback	Consumer<Serializable>
f	clientList	ArrayList<ClientThread>
f	i	int
m	NetworkConnectionServer(Consumer<Serializable>)	
m	startConn()	void
m	send(Serializable)	void
m	closeConn()	void
m	isServer()	boolean
m	getIP()	String
m	getPort()	int

ServerFX		
f	submitfirstinput	Button
f	input	Button
f	firstwindow	Scene
f	portAddress	String
f	portAddresses	int
f	isServer	boolean
f	conn	NetworkConnectionServer
f	messages	TextArea
m	createContent()	Parent
m	main(String[])	void
m	start(Stage)	void
m	createServer(int)	Server

ClientThread		
f	socket	Socket
f	out	ObjectOutputStream
f	client	String
f	clients	String
f	quit	String
f	score	int
f	id	int
m	ClientThread(Socket)	
m	setClient(String)	void
m	getClient()	String
m	setOutputStream(ObjectOutputStream)	void
m	getOutputStream()	ObjectOutputStream
m	setScore()	void
m	getScore()	int
m	resetScore()	void
m	openMessage()	String
m	clientMessage()	String
m	setId()	void
m	getId()	int
m	run()	void

Server		
f	port	int
m	Server(int, Consumer<Serializable>)	
m	isServer()	boolean
m	getIP()	String
m	getPort()	int

ConnThread		
f	socket	Socket
f	out	ObjectOutputStream
m	run()	void

