TheGameOfMorra

+ serverMessagesGuess: ListView<String> = null
+ serverMessages:ListView<String> = null
+ sceneMap:HashMap<String, Scene> = null
+ clientConnection:Client = null
+ turnInfo:MorraInfo = null
+clientNum:String = null
+ portNum:int = 0
+ IPAddress:String = null

+ start(primaryStage:Stage):void
+ createStart(primaryStage:Stage):Scene
+ createGuess(primaryStage:Stage):Scene
+ createResults(primaryStage:Stage):Scene
+ setImageSize(cur:ImageView):void

MorraInfo

+ p1Points:int = 0
+ p1Points:int = 0;
+ p1Plays:int = -1
+ p2Plays:int = -1
+ p1Guess:int = -1
+ p2Guess:int = -1
+ curPlayer:int = -1
+ numPlayers:int = 0
+ playAgain:int = 0
+ serMess:String = null

+ MorraInfo():

Client

+ socketClient:Socket = null
+ in:ObjectInputStream = null
+ out:ObjectOutputStream = null
+ IPAddress:String = null
+ portNumber: = 0
+ clientNum:String = null
- callback: Consumer<Serializable> = null

+ Client(call:Consumer<Serializable>)
+ Client(call:Consumer<Serializable> , ip:String, int port)
+ run():void
+ send(data:MorraInfo):void