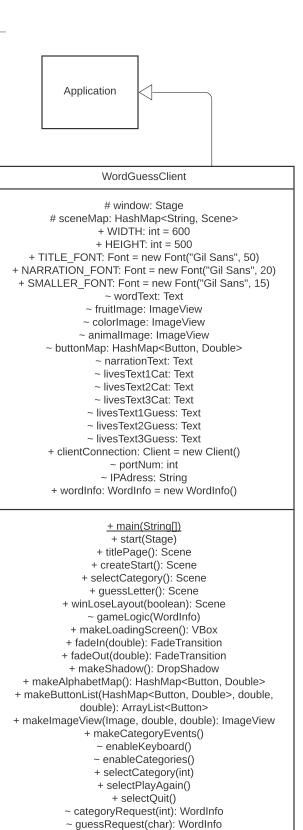
Samantha | May 3, 2020



~ playAgainRequest(): WordInfo

~ quitRequest(): WordInfo

Thread

Client

- ~ socketClient: Socket
- ~ out: ObjectOutputStream
- ~ in: ObjectOutputStream
 - ~ IPAddress: String
 - ~ portNUmber: int
 - ~ clientNum: String
 - ~ guesses: int
 - ~ lettersLeft: int
 - + curCat: int
 - + curcat. Int
- + curWord: String ~ catCleared: ArrayList<Boolean>
- ~ catLives: ArrayList<Integer>
 - ~ serverResponses: int
- callback: Consumer<Serializable>
 - ~ Client()
- ~ Client(Consumer<Serializable>)
- ~ Client(Consumer<Serializable>, String, int)
 - ~ resetVariables()
 - ~ resetGuesses()
 - + run()
 - + send(WordInfo)
 - + disconnect()

<<interface>> Serializable

WordInfo

- serialVersionUID: long = 8073692471669315543L

- ~ wordLength: int
- ~ isCorrect: Boolean
- ~ serverMessage: String
- ~ positions: ArrayList<Integer>
 - ~ guess: char
 - ~ category: int
 - ~ playAgain: Boolean
 - ~ quit: Boolean

~ WordInfo()

~ WordInfo(int, Boolean, String, ArrayList<Integer>, char, int, Boolean, Boolean)