MastermindClient
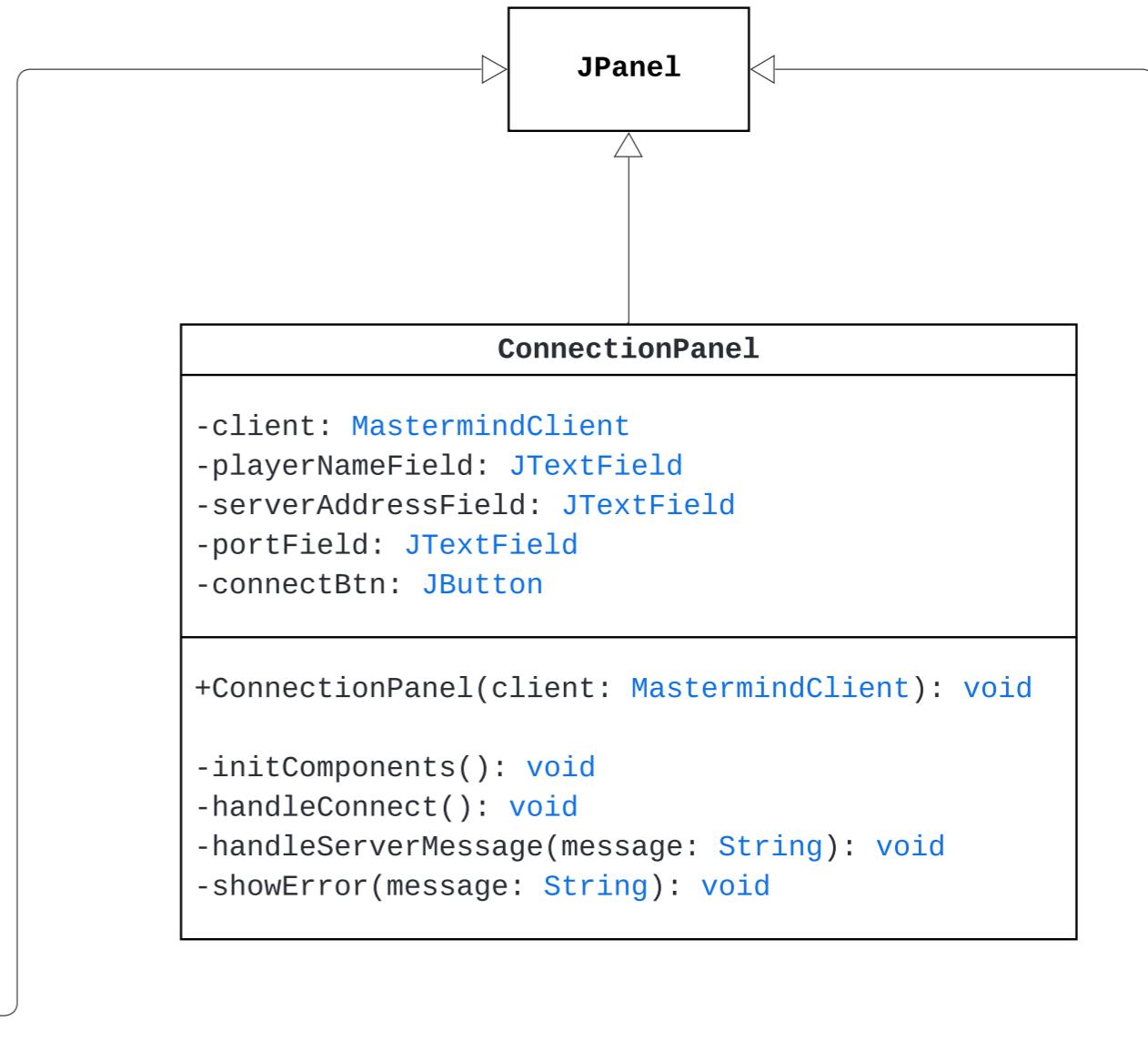
-socket: Socket
-out: PrintWriter
-in: BufferedReader
-listenerThread: Thread
-onMessage: Consumer<String>
-connected: boolean
-shuttingDown: boolean
-playerId: String
-playerName: String

+connect(host: String, port: int, messageCallback: Consumer<String>): void
-listenLoop(): void
+send(message: String): void
+disconnect(): void
+isConnected(): boolean
+setMessageCallback (callback: Consumer<String>): void
+setPlayerId (playerId: String): void
+getPlayerId(): String
+setPlayerName (playerName: String): void
+getPlayerName(): String

JPanel

ConnectionPanel

-client: MastermindClient
-playerNameField: JTextField
-serverAddressField: JTextField
-portField: JTextField
-connectBtn: JButton

+ConnectionPanel(client: MastermindClient): void

-initComponents(): void
-handleConnect(): void
-handleServerMessage(message: String): void
-showError(message: String): void

GamePanel

-myPlayerId: String
-currentPlayerId: String
-client: MastermindClient
-gameId: String
-isMyTurn: boolean
-connected: boolean
-currentGuess: ArrayList<String>
-secretCodePanel: JPanel
-currentGuessPanel: JPanel
-submitBtn: JButton
-historyModel: DefaultListModel<String>
-chatArea: JTextArea
-chatInput: JTextField
-turnLabel: JLabel
-guessesLabel: JLabel
-totalGuessesAllowed: int
-guessesMade: int
-colorMap: HashMap<String, Color>

+GamePanel(client: MastermindClient, gameId: String): void

-initComponents(): void
-createGameArea(): JPanel
-createChatArea(): JPanel
-createColorPalette(): JPanel
-setupSecretCode(): void
-setupCurrentGuess(): void
-createPeg(color: Color, size: int): JPanel
-addColorToGuess(color: String): void
-updateCurrentGuessDisplay(): void
-handleSubmitGuess(): void
-handleClearGuess(): void
-handleSendChat(): void
-handleBackToLobby(): void
-handleServerMessage(message: String): void
-updateTurnLabel(): void
-revealSecretCode(code: String): void
-addChatMessage(message: String): void

LobbyPanel

-client: MastermindClient
-gamesTable: JTable
-tableModel: DefaultTableModel
-portField: JTextField
-games: ArrayList<Info>

+LobbyPanel(client: MastermindClient): void

-handleCreateGame(): void
-handleJoinGame(): void
-handleServerMessage(message: String): void
-parseGameList(json: String): void
-extractJsonValue(json: String, key: String): void

-initComponents(): void
-handleConnect(): void
-handleServerMessage(message: String): void
-showError(message: String): void

GameInfo

+id, name, players, status: String

+GameInfo(id: String, name: String, players: String, status: String): void