Client

Game
- String NEWLINE
- String DB NewLINE
- GAME SCENARIO DICTIONARY
- GAM Answers DICTIONARY
- ArrayList < Card > scenarios
- ArrayList < Card > answers

+ Game Commands
+ Card
+ init Scenarios
+ init Answers
+ Game Commands String To Command
+ match command

Main Client
- main()

Main Server
main()

Server
- int port
- server()
+ is server-po.
+ get ip
+ get port

Network Connection
+ get Client Counter()
+ get Num Clients()
+ set local ID
+ get localID
+ get Client by ID
+ start Conn()
+ Send()

Conn Thread
C...

Scanned with CamScanner

Client

- String ip
- int port

+ Client ()
+ isServer()
+ getip()
+ getport()

Network
Connection

Client Info

- int id
- int points
- int opponentid
- Peer Client Thread thread
- String response

+ ClientInfo ()
+ Start Thread ()
+ isBusy ()
+ StartRound ()
+ resetRound ()
+ addPoint()
+ getID()
+ getpoints()
+ hasResponded()
+ getResponse()
+ ClearResponse()
+ setResponse()
+ send Data

FXNet

- isServer
- int port
- int id
- String ip
- stage stage
- Game gameEngine
- TextArea message

+ init Server ManGUI
+ init Server GameGUI
+ init Client ManGUI
+ init Client GameGUI
+ send command
+ set stage
+ get stage
+ assign Client
+ send command

+ Create Server
+ create Client

Game