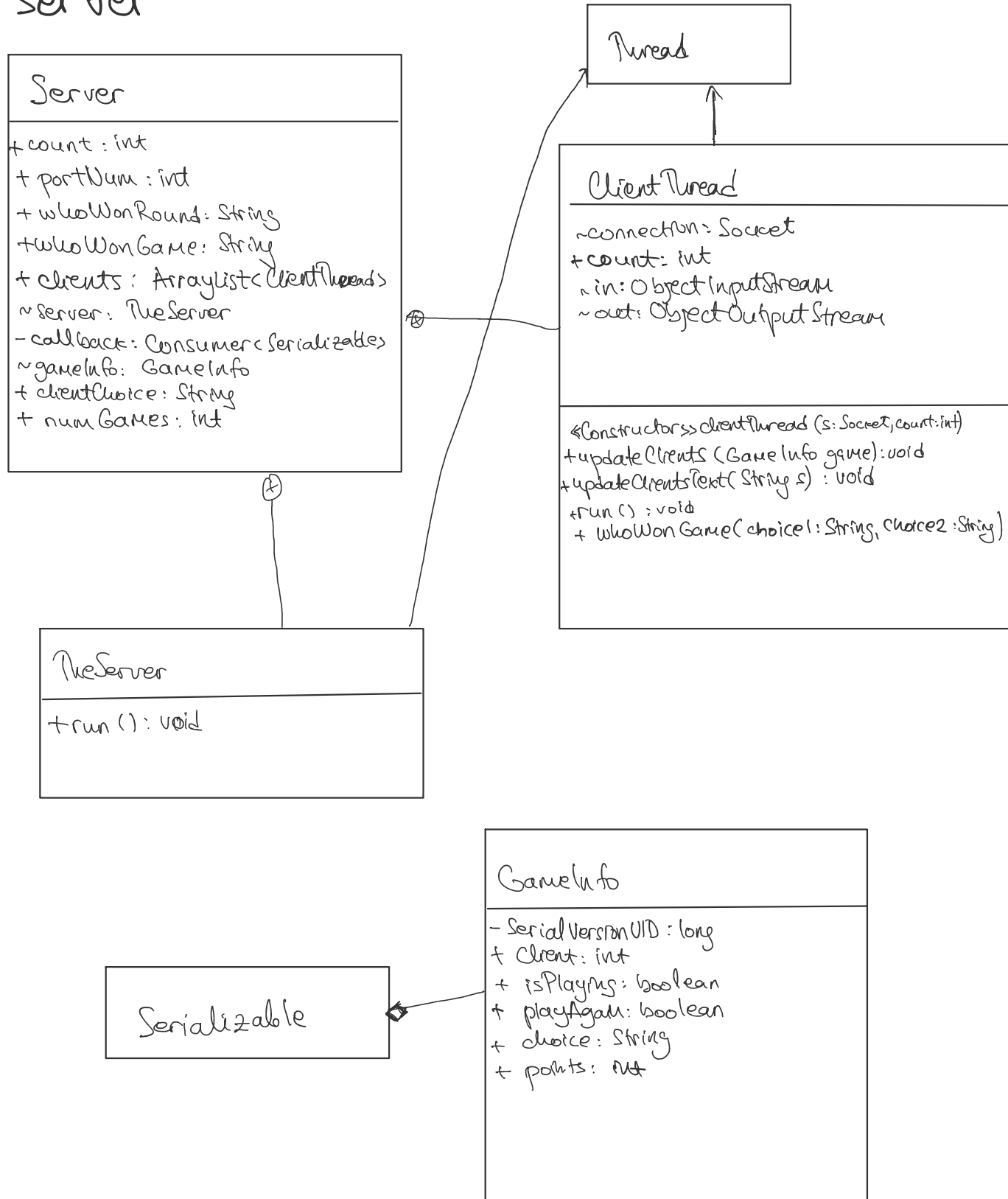


UML Class

Friday, November 15, 2019

2:32 PM

Server



GuiServer

- + TextField: PortNum
- + serverChoice, clientChoice, b1: Button
- + SceneMap: HashMap<String, Scene>
- + grid: GridPane
- + buttonBox: HBox
- + clientBox: VBox
- + startScene: Scene
- + startPane: BorderPane
- ~ serverConnection: Server
- ~ clientConnection: Client
- + listClients, listItems2: ListView<String>

@Override

- + void start(Stage primaryStage) throws Exception
- + scene createServerGui()
- + scene createClientGui()