Jrainb2 James Rainbolt **UML Class Server** Sseton2 Stanislas Setondji Friday, November 15, 2019 2:32 PM Bmwomb2 Baetha Mwombeki Ipavlo2 Ivana Pavlovic 7000 Turead Server + count: int t portlum: ivit Client Thread + who Won Round: String ~connection: Socret twho Won Game: String + count: int + chents: Arraylist (Went Thomas) ~in: Object Input Stream " Server: The Server ~ out: O'spect Output Stream - callback: Consumer (Serializable) ~gamelato: Gamelato + chentChoice: String + num Games: Int «Constructors» chantilured (s: Socret, count: Int) + games: Array List (Array List > tupdale Clients (Gane Info game):void , updale Clients Text (String s): void + game Room 1: Array List <int> + game Room 2: Array List <int> + same Room 3: Array List <int> trun () : vold + who won Game (choice 1: String, choice 2: String) NæServer +run (): void Gamelyfo - Serial Versian UID: long + Client: int + isPlaying: boolean Serializable + playAgan: boolean Application + choice: String + points: M + GameRoom Num: int Cuiserver + Textfield: PortNum + server Choice, client Choice, bi: Button + Scene Map: Hashmap L String, Scene > + grid: Grid Pane + button Box : HBox + client Box: VBox + Start Scene: Scene + Startlane: BorderPane ~ Server Connection: Server \sim client Connection: Client + list Clouts, list tems 2: List View LString> + Vold Start (Stage Primary Stage) throws Exception @Overside + Scene create ServerGuil) + scene create(lien+Guic)

+ Scene create ServerGoi()
+ Scene create(lien+Goi()