

CLIENT

- String ip
- int port
- bool exit
- Consumer callback
- + disconnect()
- + connect()
- + getIP()
- + getPort()

Server

- int port
- ArrayList<ClientThread>
- ServerSocket
- + start()
- + sendToAll()
- + disconnect()

<< Connection >>

- # bool running
- # ClientThread conn
- # String getIP()
- # int getPort()

CLIENT GUI

- gameStarted bool
- bool quitCoded
- String[] answers
- String playerAnswer
- Client Player
- + updateAnswerSelection()

Server GUI

- Server server
- int currentQ
- ArrayList<Question>
- initSendQuestions()
- initSendQuestionButton()
- initFinalizeButton()

Questions

- ArrayList<Question> questions
- + getQuestions()

Network Object

- String serverMessage
- Question question
- String playerAnswer
- String[] choices

Question

- String question
- String[] alternatives
- int answer

Question Manager

- Question box question Options
- + addQuestion()
- + clearQuestions()
- + getQuestionObj()
- + disableAll()