the data structure so we can use it

//decide on data structure to store

public PlayerMove(){} //constructor

the current player's move

-move: some data structure

public void SetPlayerMove()

public move GetPlayerMove()

-player: int

PlayerMove «Serializable»

public int GetGameStatus() //return 0 for in progress, 1 for player 1 won,

public bool ApplyMove(PlayerMove move) // UpdateBoard(move)

public GameBoard GetGameBoard() // serialize the gameBoard object to ser

2 for player 2 won, 3 for tie.

The control flow would be main > Client (holds the socket) Client opens the JoinGameForm first, and the code for tha should still be able to use the client socket to connect to the After you join a game, close JoinGameForm and open CheckersGameForm. and run all of the sending and

**JoinGameUI** 

