

### **Board.java**

TetrisShape-related methods: To manage the Tetris shapes on the board, including their size, color, and movement.

Board management: Methods for adding, removing, and testing shapes on the game grid, managing row deletion, and checking for full rows.

Grid and shape manipulation: Methods to move and rotate shapes, along with access to grid dimensions and state.

Player and network interaction: Methods to set player information and synchronize game state across the network.

### **Client.java**

Client Constructor: Sets up the client with a socket and username.

Message Handling: Methods to send messages and boards to the server and listen for incoming messages.

Resource Management: Handles the closing of sockets and I/O streams.

Main Method: Entry point for client-side execution.

### **ClientHandler.java**

ClientHandler Constructor: Initializes client handler with a socket.

Message Broadcasting: For sending messages to all clients.

Client Management: Removes a client handler and closes associated resources.

### **Game.java**

Game Constructor: Sets up the game with a game pane and scene.

Event Handling: Methods to handle game updates and key events.

### **Main.java**

Application Start: Initializes the primary stage of the application.

Event Handling: Handles mouse events.

### **Opponent.java**

Opponent Management: Methods for setting opponent's board state and UI elements.

Player Information: Managing opponent's name and displaying their game information.

### **ScoreHandler.java**

Scoring System: Methods to manage and update game scores, level, and line clears.

Timing Updates: Adjusts game timing based on current level.

**Server.java**

Server Setup: Constructor to initialize the server with a socket.

Server Management: Methods to start and close the server.

Main Method: Entry point for server-side execution.

**StartScreen.java**

UI Initialization: Sets up the start screen's UI elements and scene.

UI Components: Methods to establish text fields, layout panes, and the start scene.