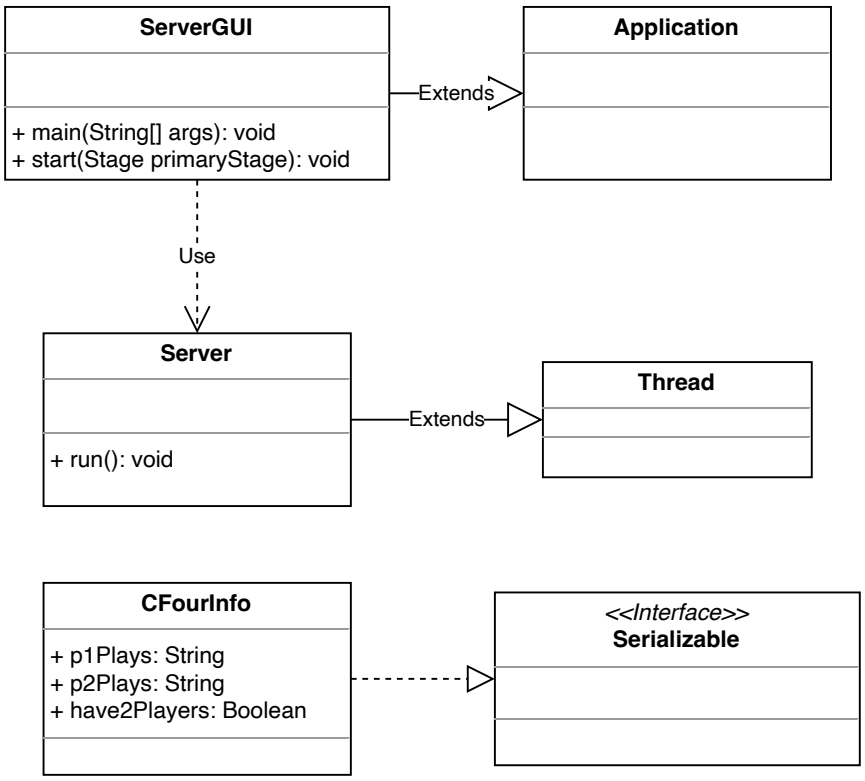
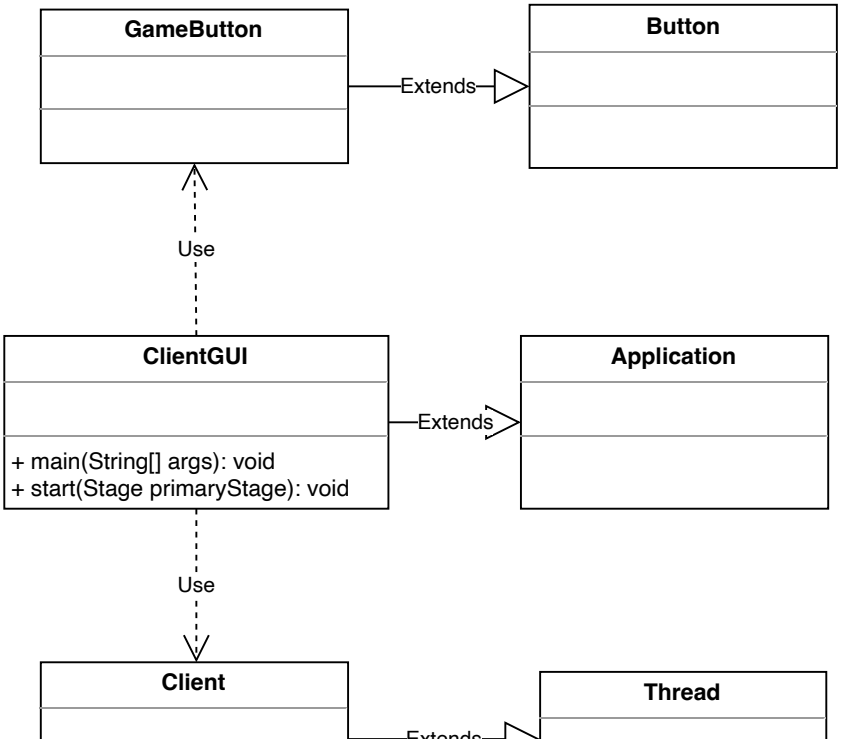
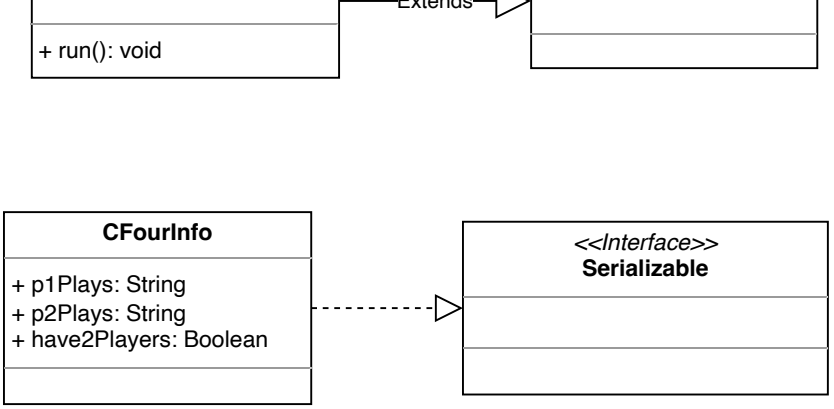
Server



Client




Extends
+ run(): void

CFourInfo
+ p1Plays: String
+ p2Plays: String
+ have2Players: Boolean
<<Interface>>
Serializable