

Client Side

ServerThread	Client
<ul style="list-style-type: none">- client: Socket- name: String- board: GomokuBoard- messages: LinkedList<String>	<ul style="list-style-type: none">- port: int- name: String- gui: GomokuFrame- board: GomokuBoard
<ul style="list-style-type: none">+ newMessage(String) : void+ ServerThread(Socket, String, GomokuBoard)+ run : void	<ul style="list-style-type: none">+ Client (int, String)- startClient: void+ main: void

Server Side

ClientStream	Server
<ul style="list-style-type: none">- server: Server- cleint: Socket- out: PrintWriter	<ul style="list-style-type: none">- port: int- clients: ArrayList<ClientThread>- game: GomokuBoard
<ul style="list-style-type: none">+ ClientThread(Server, Socket)- run: void+ getWriter : PrintWriter	<ul style="list-style-type: none">+ Server(int)- acceptClient(ServerSocket) : void+ getClients : ArrayList<ClientThread>

Gomoku Board Side

GomokuBoard	GomokuFrame
<ul style="list-style-type: none">- ai: GoPlayer- stones: Stone[][]- blackScore: int <<get>>- whiteScore: int <<get>>- lastplay: boolean- gameOver: boolean- addpt: String <<get>>- premov: String	<ul style="list-style-type: none">- blackscore: JLabel- whitescore: JLabel
<ul style="list-style-type: none">+ GomokuBoard(GoPlayer)+ newmove(int, int) : void+ paintComponent(Graphics) : void+ playBlack(int, int) : boolean+ playWhite(int, int) : boolean+ resetGame : void	<ul style="list-style-type: none">+ GomokuFrame (GomokuBoard, String)