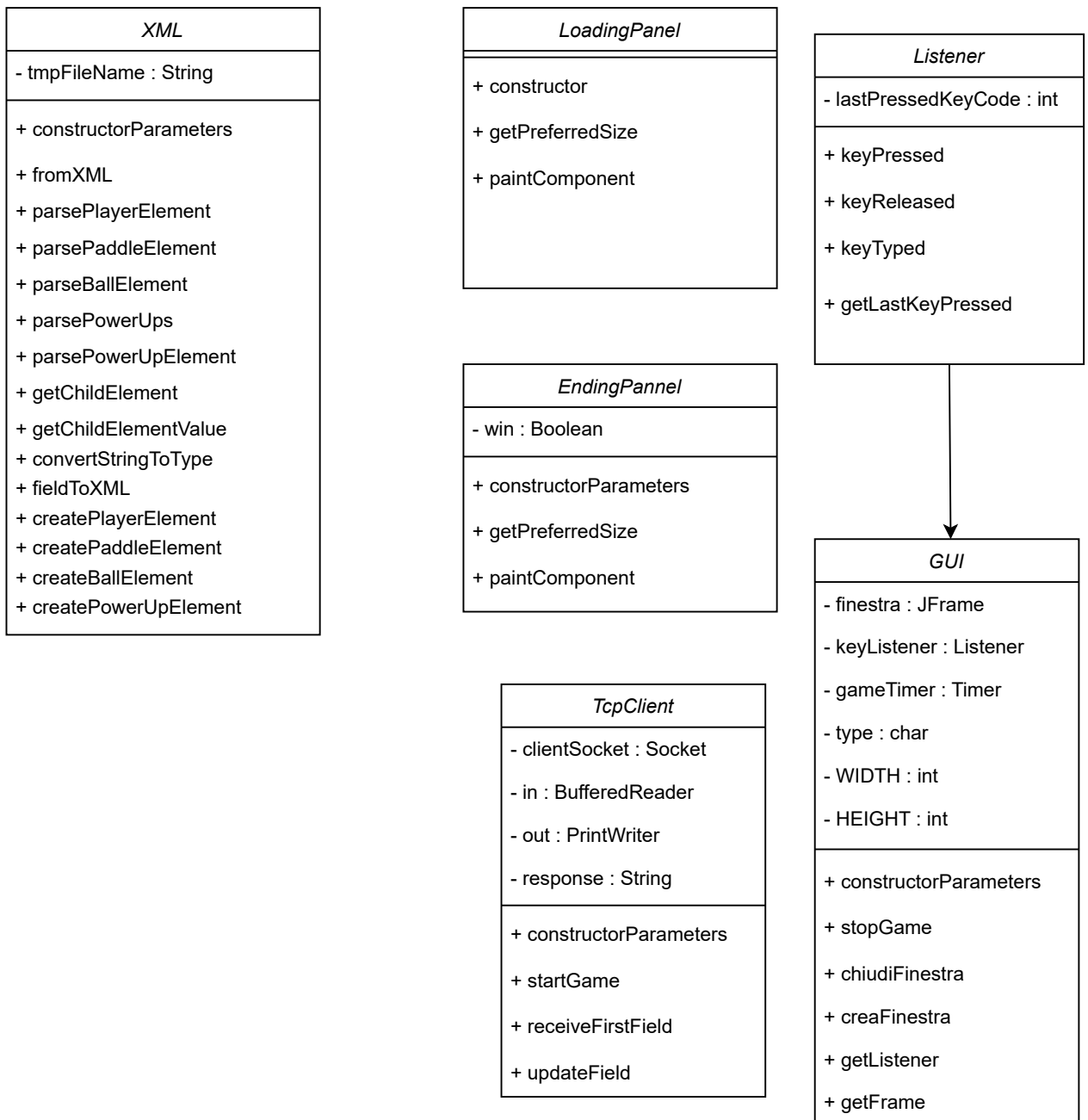
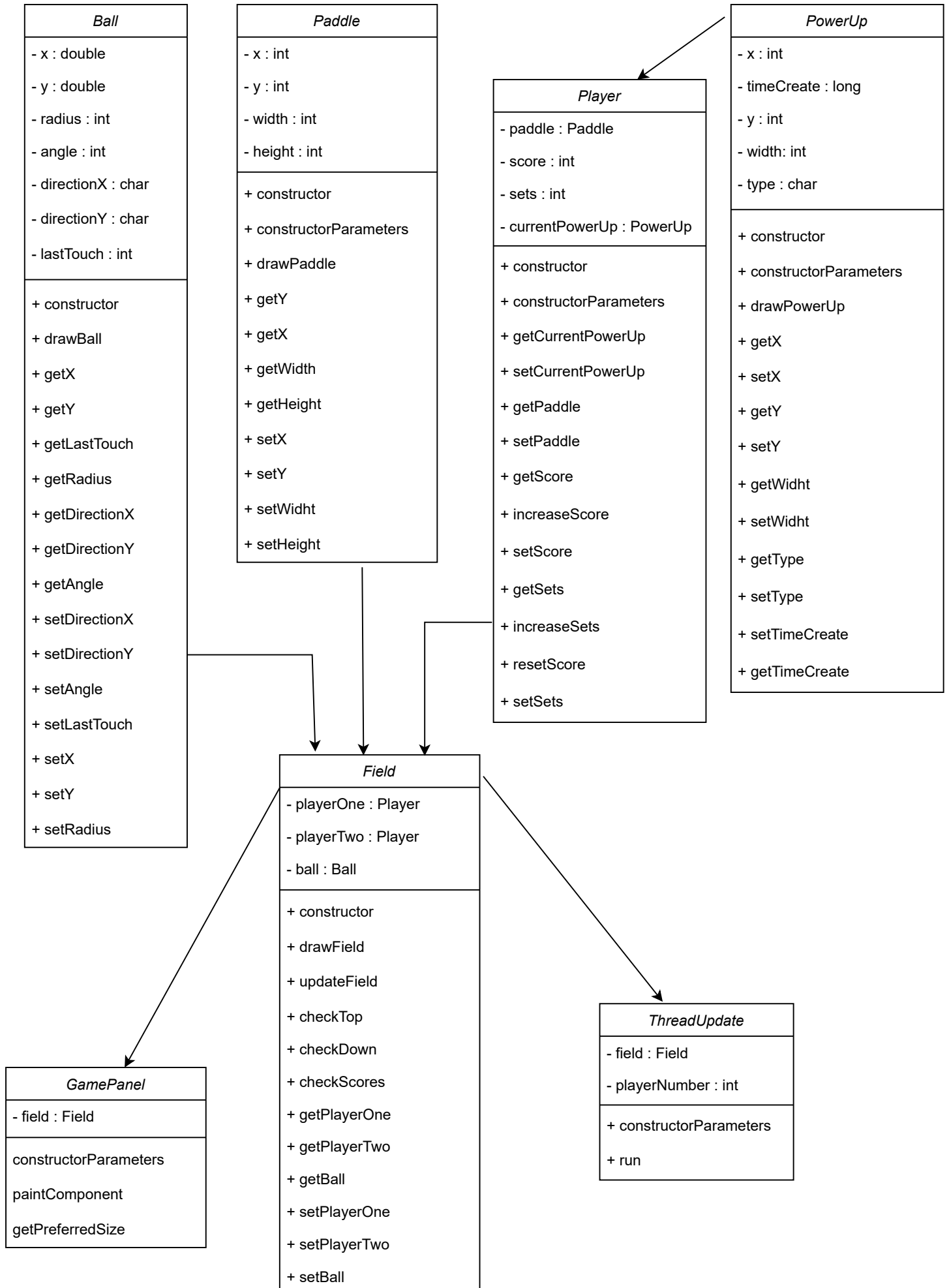


# CLIENT



# CLIENT



# SERVER

<i>XML</i>
- tmpFileName : String
+ constructorParameters + fromXML + parsePlayerElement + parsePaddleElement + parseBallElement + parsePowerUps + parsePowerUpElement + getChildElement + getChildElementValue + convertStringToType + fieldToXML + createPlayerElement + createPaddleElement + createBallElement + createPowerUpElement

<i>TcpServer</i>
- serverSocket : ServerSocket - connectedClients : int - clientSockets : Socket[]
+ constructor + startGame + sendGeneratedFiled + updateFields

# SERVER

