

Client

btnReload

This button was added to the menubar of the Client-Side GUI. It's `ActionEvent` requests the server to send data to populate the table, combobox and podium (which consisted of 3 labels). It does so by sending an object of type `String` "reload". The server would receive this message and enter an if-statement. This if-statement will recognize that the client made a request for data and send the data to the client. This button also ensures once the client has sent the request, that the client is waiting to receive the data back from the server.

btnSubmit

This button would get the vote from the selection the client makes in the combobox. It would take this data and send it over the network. The server would receive the data, log the client's vote and then update the vote in the database for the car that received a vote.

btnUndo

This button simply resets the combobox to "None" and clearing the client's vote.

The data received from the server is of type `String` in an `ArrayList`. The program traverses through the `ArrayList` adding the data to the table, combobox and podium.

Server

btnAdd

This button gets the name of the new car to be added to the database.

The data from the database is retrieved as a `ResultSet`, this data is then added to an `ArrayList` of type `String`. This is because a `ResultSet` can't be sent over a network due to it's inability to be serialized.