Main

All JavaFX Components

- createPartsOfScene():
- void
- createContent(): Parent
- + main(): void
- + start(): void
- + init(): void
- + stop(): void
- createServer(): Server

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NetworkConnection

- connthread: ConnThread
- callback: Consumer<Serializable>
- clientThreads: ArrayList<ClientThread>
- rulebook: HashMap<String,HashMap<String,String>>
- + startConn(): void
- + send(): void
- + closeConn(): void
- + isServer(): boolean
- + getIP(): String
- + getPort(): int
- + ConnThread: Class
- + ClientThread: Class
- + RPSLSPlayed: boolean
- + bothClientsMadeAMove: boolean
- + parseDataForWhatClientPlayed: String
- + decideWhoWins: ClientThread
- + checkForGameWinner: ClientThread
- + sendNewScoreBoard: String
- + updateScores: void
- + whatWasPlayedWasSent: boolean
- + fillInRulebook: void
- + decideWhoWins: String

Server

- port: int
- + returnPort(): int
- + isServer(): boolean