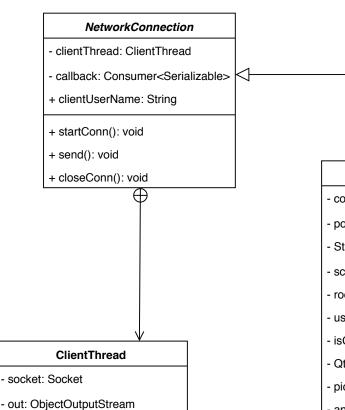
## Client



## ReadTxtFile

- QtoAmap: HashMap<String, ArrayList<String>>
- questionNum: HashMap<String, Integer>
- x: Scanner
- filename: String
- answersArray: ArrayList<String>
- answersFilename: String

+ run(): void

- + getQtoAmap(): HashMap<String, ArrayList<String>>
- + getMCAnswers(): ArrayList<String>
- + readFile(): void
- + getQuestionNum(): HashMap<String, Integer>
- + getAnswersTxt(): void

## ReadTxtFile

- conn: NetworkConnection

- ip: String

port: int

- portNum, questionNum, questionsAnswered, score, numPlayersOnline: int
- String: ip, correctAnswer, usernameApproved, username,
- sceneMap: HashMap<String, Scene>

Client

- root: Scene
- usernameField: TextFieldisGameFinished: boolean
- QtoNum: HashMap<String, Integer>
- pictures: ArrayList<Label>
- answerListArr: ArrayList<String>
- answerPic, answerText, questionLbl: Label
- picBox: VBox
- next, helperBtn, exitBtn: ButtongameBoard, messages: TextArea
- answerBtns: ArrayList<Button>- indices: ArrayList<Integer>
- triviaBox: HBox
- createContent(): Parent
- assignPictures(): void
- setButtonTxt(): void
- + init(): void
- + stop(): void
- disableBtns(): void
- enableBtns(): void
- createClient(): Client