Client

NetworkConnection

- clientThread: ClientThread
- callback: Consumer<Serializable>
+ clientUserName: String

+ startConn(): void
+ send(): void
+ closeConn(): void

Client

- ip: String
- port: int

ClientThread

- socket: Socket
- out: ObjectOutputStream

+ run(): void

ReadTxtFile

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

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

FXNet

- conn: NetworkConnection
- portNum, questionNum, questionsAnswered, score, numPlayersOnline: int
- ip, correctAnswer, usernameApproved, username,
- sceneMap: HashMap<String, Scene>
- root: Scene
- usernameField: TextField
- isGameFinished: boolean
- QtoNum: HashMap<String, Integer>
- pictures: ArrayList<Label>
- answerListArr: ArrayList<String>
- answerPic, answerText, questionLbl: Label
- picBox: VBox
- next, helperBtn, exitBtn: Button
- gameBoard, 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