TriviaServer

+ host

+ game_started

+ total_connections

+ connections[]

+ port

+ udp_socket

+ most_common_character

+ character_count

+ player_stat{}

+ start_time

+ acceptClients()

+ receive(client)

+ manage_trivia_game(questions)

+ wait_for_responses(responses)

+ wait_for_responses(client, responses, all_client_res)

+ handle_player_response(client, responses, all_clients_responded)

+ process_responses(responses, questions)

+ print_and_broadcast_to_players(msg)

+ process_response(client, response, correct_bool_answer)

+ disconnectClient(client)

+ format_question(question)

+ send_question_to_client(client, question)

+ broadcast_offers(serverName)

+ reset()

+ update_characters_statistics(response)

+ disconnect_client(client)

+ update_player_stats(name, isCorrect,response_time)

+ print_statistics()

+ start()

Client

+ host
+ name
+ tcp_socket
+ port
+ udp_socket

+ receive_msg_from_server()

+ send_msg_to_server(msg)

+ connect_to_server()

+ get_local_ip_address()

Bot

+ host
+ name
+ tcp_socket
+ port
+ udp_socket

+ receive_msg_from_server()

+ print_colored_message(msg_type, msg)

+ send_data_to_server()

+ get_local_ip_address()