

QA
String[] qa;
loadQA() loadRandom() loadFile() getQA()

Properties
properties
int rounds;
int questions;
readProperties() getters

ServerSideProtocol
GamePackage player1; GamePackage player2; QA QA; game states; boolean bools properties
Update / validate method updatePackage() updateOpponent()

ClientHandler Thread
GamePackage gp; ServerSideProtocol protocol; Socket socket; boolean gameStarted; boolean wait;
run() waitMethod()

GamePackage serialized
GamePackage Opponent; BufferedImage pic; String name; int ID; int catagoryID; String[] QA; boolean gamseStart; int gameState; boolean waiting; int[] rightOrWrongAnswer; int totalScore;
Getters and Setters Increment toString()

ServerListener
int counter; ClientHandler placeHolder; ServerSideProtocol protocol; ClientHandler placeHolder;
connectClient() main()

ClientSideProtocol
GameFrame gf; game states boolean bools
Update / validate method funktionella metoder

Client
GameFrame gf; ClientSideProtocol protocol; Socket socket; ObjectOutputStream send; ObjectOutputStream send;
connect() sendAndReceive() main()

GameFrame
final int scale = 64; final int width = scale * 6; final int width = scale * 10; Jbuttons Jpanels JtextPane;
updateCoponents() state(int state) SetActionListener()