Project 3-Part I: Connect Four Game
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Class Diagram

Serializable

GuiServer
+ sceneMap: HashMap<String, Scene>
+ serverConnection: Server
+ movesList: ListView<String>

CFourInfo
+ whoPlayedLast: int
+ move: int[]
+ haveWinner: boolean
+ haveTie: boolean
+ winner: int

GuiClient
+ sceneMap: HashMap<String, Scene>
+ clientConnection: Client
+ listItems: ListView<String>
+ gameBoard: GridPane
+ gbArr: int[][]

Button

GameButton
+ color: String

+ getColor(): String
+ setColor(color: String): void

Server
+ port: int
+ ip: String
+ playerOne: ClientThread
+ playerTwo: ClientThread
+ server: TheServer
- callback: Consumer<Serializable>

+ Server(call: Consumer<Serializable>, ip: String, port, int)

Client
+ socketClient: Socket
+ out: ObjectOutputStream
+ in: ObjectInputStream
- callback: Consumer<Serializable>

+ Client(call: Consumer<Serializable>)
+ run(): void
+ send(data: CFourInfo): void

ClientThread
+ connection: Socket
+ count: int
+ in: ObjectInputStream
+ out: ObjectOutputStream

+ ClientThread(s: Socket, count: int)
+ updateClients(message: String): void
+ run(): void

TheServer

+ run(): void

Thread