+ set color (): string

Rimsha Rizvi (rrizvi3) **Project 3 - Networked Connect Four** Class Diagram SERVER SERVER SERVER PROGRAM LOGIC CLIENT THREAD - port Number : int - players Connected : Int - game info : int - player Points: int - server Connect . Button - num Client : int + check Two Players (): int + recieve Game Info (): int - port Input : Textfield + player Notify (): int - game Win: bool + track player (): int SERVER CONNECT HANDLER - client Score: int + update Client(): int - check Two: bool + check Winner (): bool - client Accept : Thread + round Winner (): int + game Replay (): bool + handle (Action Event): void + setPort Num(): int + get Port Num (): int + number Clients (): int + playable (): bool CFour Info << Interface>> - pl Points : int - p2 Rints : int Serializable - pl plays : int - p2plays : int - two Players: bool **CLIENT** + two Clients : bool + moves Mode: void + track Points: void $\sqrt{}$ CLIENT CLIENT THREAD CLIENT PROGRAM LOGIC - client ID : int - client-List: Int - player 1 score - client connect: Button + send To Server () : void - player 2 score - Game Rules: Textfield + display Points (): int - input Port : Text Field - input IP : Text field + display Messages (): Int - player 1 input: Button - player 2 input : Button - player Thread: Thread CUENT CONNECT HANDLER - Input Counter: Int - confirm Button: Button + connection Checker (): bool - play Button : Button - Quit : Butlon + Game Replay (): bool + handle (Action Event) : void GAME BUTTON + notify Client (): int + opponent Choice (): int - button Color: string + update (lient(): int + get color (): string