<<Thread>> Client

+ Socket socketClient

+ Scanner scanner

+ ObjectOutputStream out

+ ObjectInputStream in

+ int port

Thread

+ String ip

Consumer<Serializable>
 callback

+ ArrayList<ServerSocket> clients

+ Logic info

+ void run()

+ void send()

Logic

+ player p1

+ player p2

+ boolean twoPlayer

+ int eval()

player

-int points

-int guess

-int turn

-int nextPlay

+ int getPoints()

+ int getGuess()

+ int getTurn()

+ int getNextPlay()

+ void setPoints()

+ void setGuess()

+ void setTurn()

+ void setNextPlay()