

## GUI

- Displays X and O according to the moves
- Alerts players on win/lose/draw conditions

- Controller

## GameHandlerThread

- Opens all sockets
- Establish connection to server
- Initialize all Controllers
- Reset the ScoreBoard

- GameListener
- Controller

## Player

- Stores information about player
- Provide information about player

- GUI
- Controller

Interface

## GameListener

- Trigger actions corresponding to messages received from server

- GameHandlerThread

## Main

- Entry point of client side
- Initializes all the objects
- Displays GUI

- GUI
- GameHandlerThread
- Controller

## Controller

GameListener

- Listens for action triggers from GameHandlerThread
- Controls GUI according to triggers received

- GameHandlerThread
- GUI