

```

main
while (active)
new MasterThread(socket.accept()).start();

```

Master

- Properties
- Methods
 - + main(args[])
- Events

MasterThread

- Properties
 - socket Socket
- Methods
 - + run()
 - + ServerThread(socket)
- Events

Client

- Properties
 - + ownPlayer Player
- Methods
 - + answerQuestion()
 - + updateMaster(player)
- Events

Question

- Properties
 - + choices String[]
 - + points int
 - + question String
 - ...
- Methods
- Events

Player

- Properties
 - + IP InetAddress
 - + points int
 - + pwd String
 - + userID long
 - + userName String
- Methods
- Events

MasterMind

- Properties
- Methods
 - + nextQuestion() Question
- Events

