**Client-Server Architecture**

**Use-Case Diagram**

USER

|  |
| --- |
| .  .  <<include>>  .    …………<<include>>…………. |

**Class Diagram**

|  |
| --- |
| Client-Server |
| -client: TcpClient  +STR: StreamReader  +STW: StreamWriter  +receive: string  +text\_to\_send: string |
| -button2\_click():void  -backgroundWorker1\_DoWOrk():void  -backgroundWorker2\_DoWOrk():void  -button3\_click():void  -button1\_click():void |