

run() grabs items from outContainer and sends them to client using OutputStream

Thread



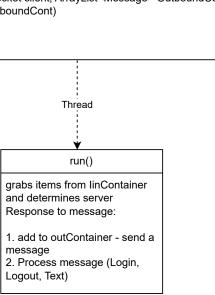
inContainer: ArrayList<Message>

loginBool: Boolean

ClientMessagePush(Socket client, ArrayList<Message> OutboundCont,

ArrayList<Message> InboundCont)

run(): void



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