Chat Client UML

Ip/Host Address

Port

Application Start

Main Thread

Start Connect to Server Thread

Connect To Server Thread

Is Connected?

No → Connected to Server

Failed to Connect

Yes

Sleep for 5 Seconds

Sleep for 5 Seconds

Successfully Connected

Receive Message Thread

Start Receive Message Thread

Wait for Message

Receive First 2 Bytes of Message, For Payload Size

Receive Payload

Socket Error or Lost Connection?

Yes → Reset Sicket

No

Queue Message
Read to be processed

Timed Event, Process Message

Wait For Message In Queue

Has Message In Queue

Yes → Dispatch Message Event

No

Process Users List

Process Public/Private Message

Process Screen Name Change