#tokenServer : TokenServer #connectedUsers : Collection<WebSocketConnector> #converter : Converter +setTokenServer(server : ServerMyTalk) : void

+sendPacket(packet: WebSocketPacket,connector: WebSocketConnector): void

+broadcastToAll(packet : WebSocketPacket) : void

+getIpConnector(IP: String): WebSocketConnector

+getUserConnector(username: String): WebSocketConnector

<<abstract>>