SocketServer

- serverSocket: ServerSocket
- port: int

+ run(): void
+ handleMessage(Message): void

SocketHandler

- out: ObjectOutputStream
- in: ObjectInputStream
- connected: boolean
- nickname: String
- server: SocketServer
- lock: Object
- socket: Socket

+ run(): void
+ disconnect(): void
+ isConnected(): boolean
+ send(Message): void

ClientSocket

- clientInterface: ClientInterface
- in: ObjectInputStream
- socket: Socket
- out: ObjectOutputStream

+ disconnect(): void
+ readMessage(): void
+ sendMessage(Message): void