UML Class Diagram - Chat Application

User

- user name : String
- password : varchar
- name : String
- Phone Number : int
- Email id : varchar

+ Signup()
+ Login()
+ Set profile picture()
+ Signout()

Chat Server

- server id : int

+ Update members n a group()
+ Maintain friendlist of user()
+ Manage account()

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Media

- Media type : String
- Media source : String
- Media size : varchar

+ Set autodownloading option()
+ Share media with a friend()
+ Share media with a group()

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Friend

- name of friend : String
- Phone no. of friend : int

+ Add friend in contact list()
+ Delete friend from contact list()
+ Block contact()
+ Search friend in contact list()
+ Send message to friend()
+ Receive message frm friend()

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Group

- Number of group members : int
- Name of group : String
- Date of group creation : date
- Name of group admin : String

+ Add member to the group()
+ Remove member from the group()
+ View group information()
+ Change group admin()
+ Change profile picture of group()