StartClient

ClientUI

ClientController -incomingMessageBuffer : Buffer<Message> Listener -outgoingMessageBuffer : Buffer<Message> +storeContacts(contactList : User[]) +sendMessage(message: Message)

ContactList

-Users : HashMap<String, Users>

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MessageSender

ServerSocketListener

MessageListener

MessageListener

Clients

-clients : HashMap<User, Client>

+put(user : User) : void +get(user : User) : User

LoggerUI
+run(): void

LoggerUI
-loggerFilename: String
-messageList: ArraList<Message>
-loggerUI = LoggerUI
+propertyChange(evt: PropertyChange): void

UnsentMessages

-unsent : HashMap<User, ArrayList<Message>>

+storeMessages(message : Message)

+put(user : User, message : Message) : void +pet(useEx/User):t Arrayldist<Message>Edition

entity

Message

-sender : User

-recieverList : User[]

-text : String

-image : Imagelcon -sentTime : String -recieveTime : String

User

-username : String -image : Imagelcon

+hashCode(): int

+equals(obj : Object) : boolean

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