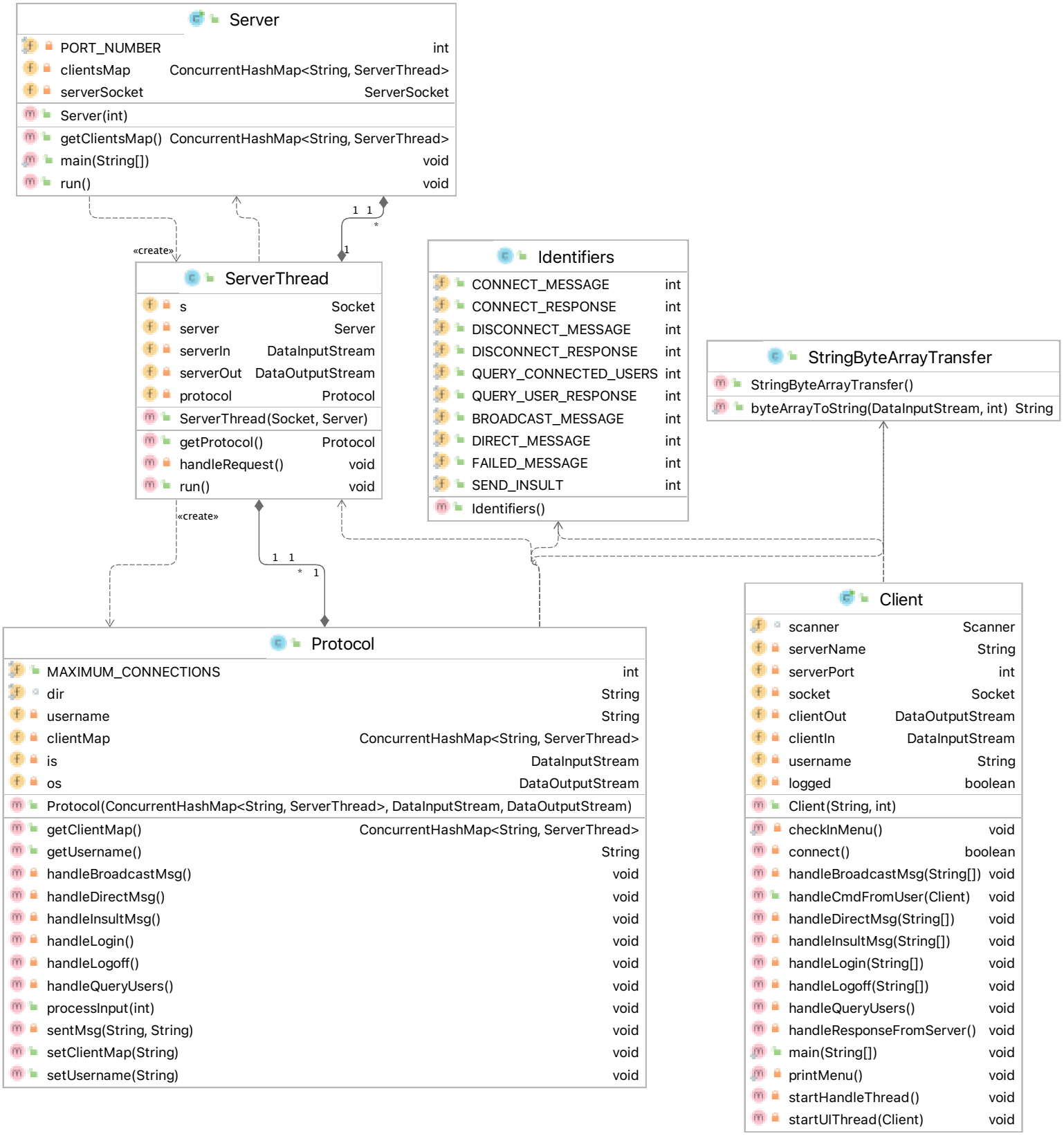
Server
PORT_NUMBER int
clientsMap ConcurrentHashMap<String, ServerThread>
serverSocket ServerSocket
Server(int)
getClientsMap() ConcurrentHashMap<String, ServerThread>
main(String[]) void
run() void
«create»
1 1
*
1
ServerThread
s Socket
server Server
serverIn DataInputStream
serverOut DataOutputStream
protocol Protocol
ServerThread(Socket, Server)
getProtocol() Protocol
handleRequest() void
run() void
«create»
1 1
* 1
Identifiers
CONNECT_MESSAGE int
CONNECT_RESPONSE int
DISCONNECT_MESSAGE int
DISCONNECT_RESPONSE int
QUERY_CONNECTED_USERS int
QUERY_USER_RESPONSE int
BROADCAST_MESSAGE int
DIRECT_MESSAGE int
FAILED_MESSAGE int
SEND_INSULT int
Identifiers()
StringByteArrayTransfer
StringByteArrayTransfer()
byteArrayToString(DataInputStream, int) String
Protocol
MAXIMUM_CONNECTIONS int
dir String
username String
clientMap ConcurrentHashMap<String, ServerThread>
is DataInputStream
os DataOutputStream
Protocol(ConcurrentHashMap<String, ServerThread>, DataInputStream, DataOutputStream)
getClientMap() ConcurrentHashMap<String, ServerThread>
getUsername() String
handleBroadcastMsg() void
handleDirectMsg() void
handleInsultMsg() void
handleLogin() void
handleLogoff() void
handleQueryUsers() void
processInput(int) void
sentMsg(String, String) void
setClientMap(String) void
setUsername(String) void
Client
scanner Scanner
serverName String
serverPort int
socket Socket
clientOut DataOutputStream
clientIn DataInputStream
username String
logged boolean
Client(String, int)
checkInMenu() void
connect() boolean
handleBroadcastMsg(String[]) void
handleCmdFromUser(Client) void
handleDirectMsg(String[]) void
handleInsultMsg(String[]) void
handleLogin(String[]) void
handleLogoff(String[]) void
handleQueryUsers() void
handleResponseFromServer() void
main(String[]) void
printMenu() void
startHandleThread() void
startUIThread(Client) void