

## USER

private:

Socket,

Name,

Password

bool Online



ClientHandler extends Thread

Public:

Override run

Private:

Thread listener

Thread Sender

zukunft  
Thread access

## Server

Private:

LinkedList < Room >

ArrayList < ClientHandler > ClientThreads

HashMap < user > user

Room

Private

LinkedList < Messages > chat

HashMap (USER)

init

Message implements Serializable

private:

String sender

Long Room Id

Long time

String content



public

toString (String mit Absender, Zeit und inh.)

Log Entry

Thread

1 / Send / Controls

Input nehmen & absenden

Thread

Listener

Server messages nehmen  
& ausdrucken

Client

Socket Server

