buttons

on press signal

Slots

```
QPushButton *m_register;
QPushButton *m_login;
QPushButton *m_connect;

QPushButton *m_view;
QPushButton *m_new;
QPushButton *m_delete;
QPushButton *m_viewSent;
QPushButton *m_send;
QPushButton *m_reply;
```

```
void startConnection();
void sessionOpened();
void registerUser();
void login();

//Main client view
void viewMessage();
void newMessage();
void deleteMessage();
void viewSentMessages();
void sendMessage();
void reply();
```

Variables

pointer reference of object

```
QList <Email*> m_emails;
QList <Email*> m_sentMail;
```

Email object