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|---|---|----------------------|--------------------|
|    |    | SocketUserConnection |                    |
|    |    | input                | InputStream        |
|    |    | output               | ObjectOutputStream |
|    |    | listeningThread      | Thread             |
|    |    | closeRequested       | boolean            |
|    |    | start()              | void               |
|    |    | sendEvent(UserEvent) | void               |
|  |  | close()              | void               |
|  |  | listen()             | void               |

|   |   |                  |              |
|---|---|------------------|--------------|
|  |  | SocketUserModule |              |
|  |  | serverSocket     | ServerSocket |
|  |  | init()           | void         |
|  |  | newUser()        | User         |
|  |  | close()          | void         |