Babel client Diagram

Legend

Class
Processing
Socketing

Catch signals emited by the graphical part → Setup UDP socketing based on received signals

send port argument

CallManager — UDP Socketing

Start point

QtNetworkForm : QtWidget

Send arguments → Core

Core → connect() / getContactList() → Database — TCP Socketing

Send contacts data

Window : QtWidget

Display contacts as buttons

Display call state

QtContactList : QtWidget

QtCallSection : QtWidget

Graphical Part

emit signals on button click, so the CallManager can catch them

(Qt feature)