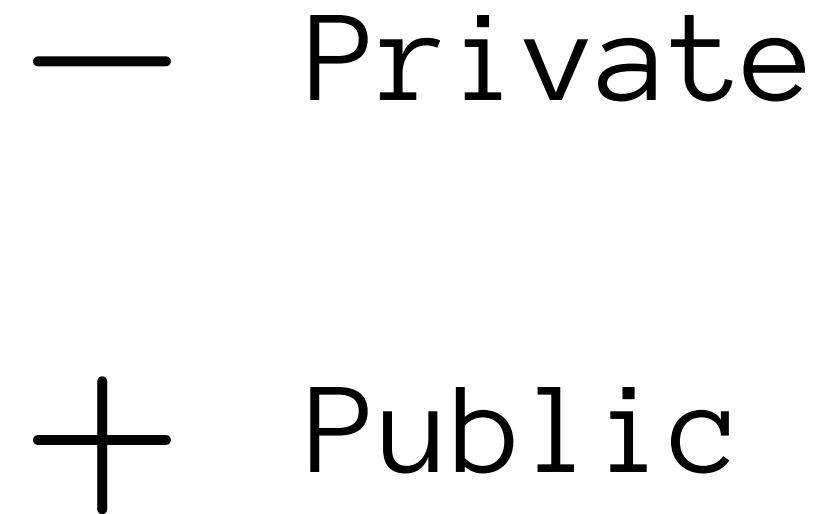
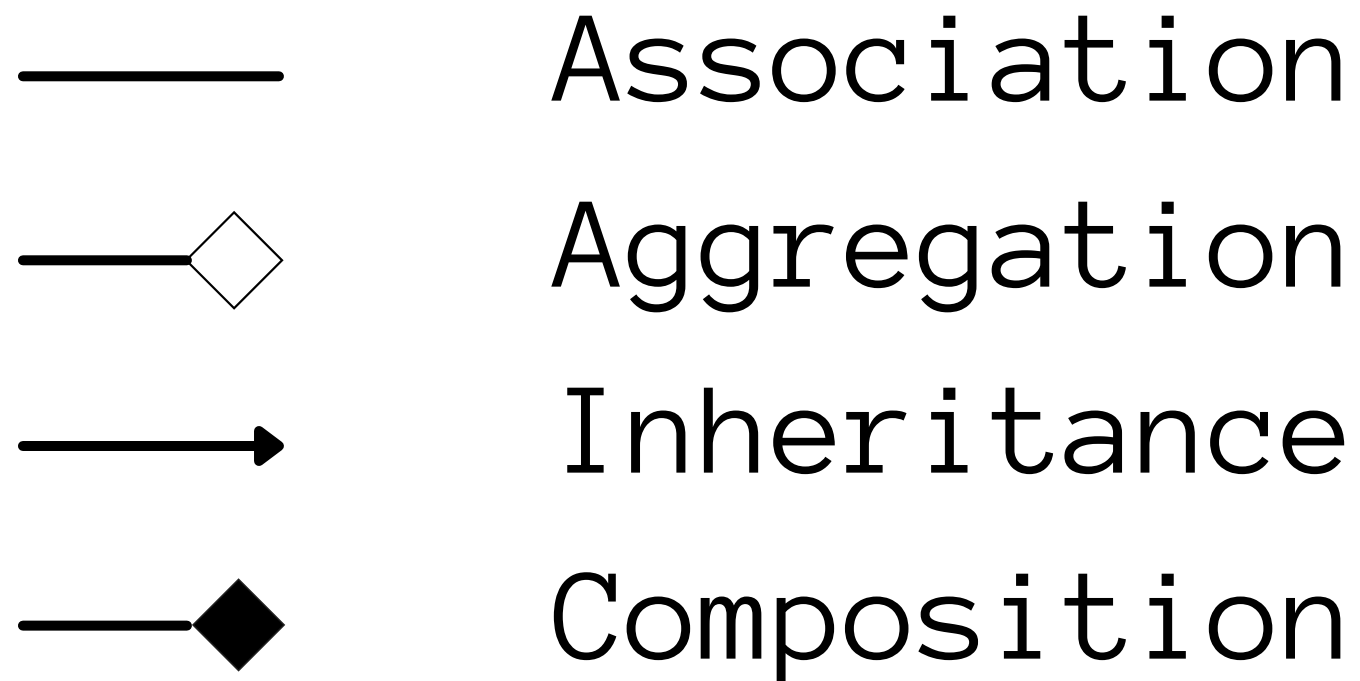


UML Diagrams

LEGEND



CLIENT

BabelClient

```
- asio::io_context _io_context
- std::thread * thread_
- tcp_client *_clientTCP
- User *_user
- bool _start
- std::size_t _portUdp
- std::size_t _callerId
- Call *_call
- std::thread *_callThread
- std::thread *threadHandler_
- bool isCalling

+ void shell()
+ void run()
+ void handler()
+ void stop()
+ bool getIsCalling()
+ void setIsCalling(bool calling)
+ void handleResponse(std::string buffer)
+ void handleLoginResponse(BabelPacket &packet)
+ void handleSomeoneCalling(BabelPacket &packet)
+ void handleLaunchCall(BabelPacket &recBin)
+ void handleHangUp(BabelPacket &recBin)
+ void handleBasicResponse(BabelPacket &recBin)
+ void acceptDenyCall(bool request, std::size_t fromId)
+ void login(std::string &username)
+ void logout(bool request, std::size_t fromId)
+ void sendCallRequest(std::size_t destId)
```

User

```
- int ID
- std::string pseudo
- std::string password
- std::string birth
- std::string number
- int Port
- bool connected
- bool isIncall

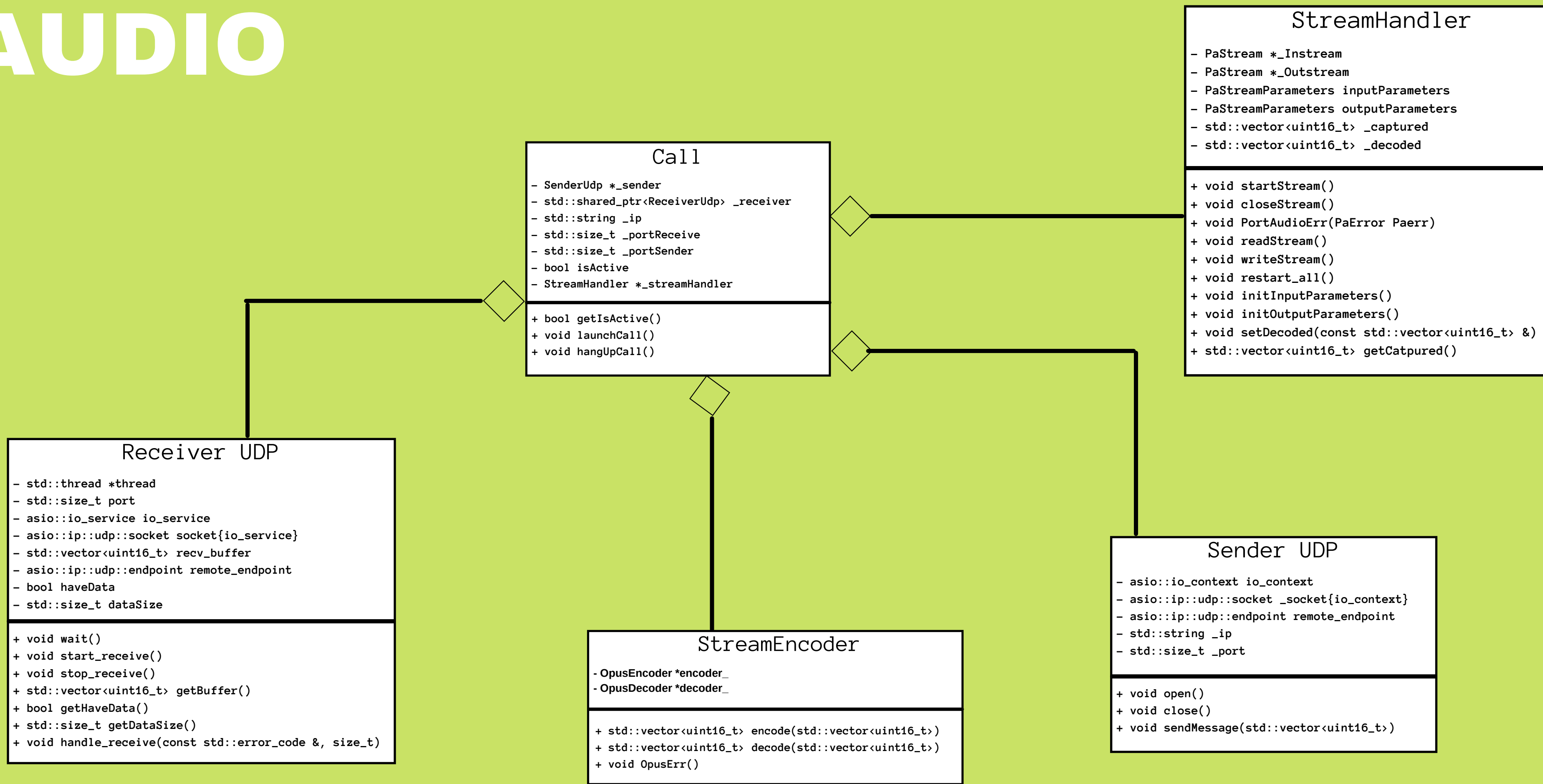
+ bool checkPasswd(const std::string&)
+ int getID()
+ int getPort()
+ std::string getPseudo()
+ std::string getPassword()
+ std::string getBirth()
+ std::string getNumber()
+ bool isConnected()
+ void setPseudo(const std::string&)
+ void setPasswd(const std::string&)
+ void setBirth(const std::string&)
+ void setNumber(const std::string&)
+ void setConnected(const std::size_t&)
+ void setDisconnected()
+ void setIsInCall(const bool &)
+ bool getIsInCall()
```

TCP Client

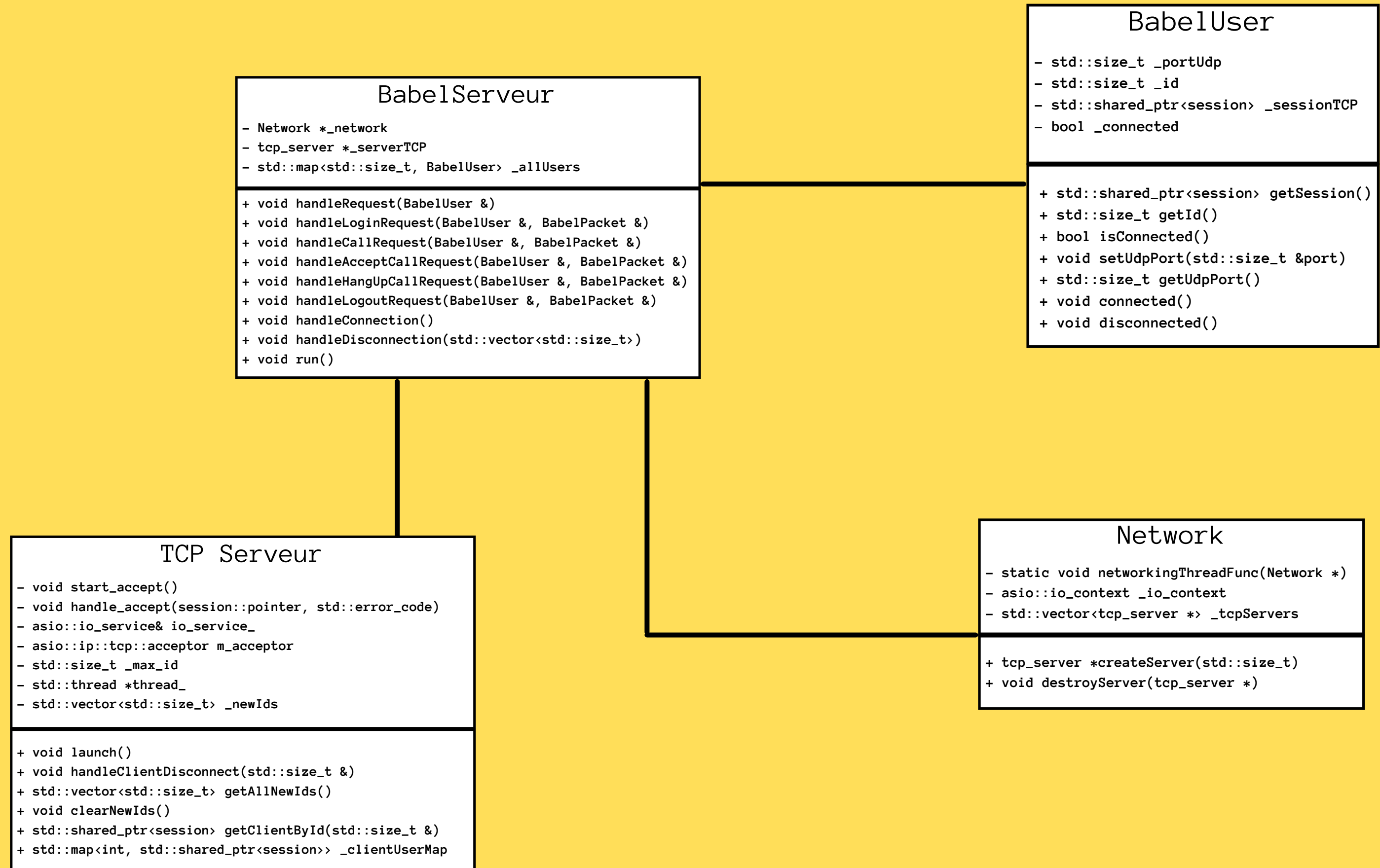
```
- void start_connect()
- void handle_connect(ClientSession::pointer, std::error_code)
- ClientSession::pointer new_connection
- asio::io_context& io_context_
- std::thread *thread_
- std::size_t portServerTCP
- std::string ipServerTCP

+ void launch()
+ void sendMessageToServer(BabelPacket &)
+ ClientSession::pointer getClientSession()
```

AUDIO



SERVER



BABEL CONNECTION

BabelClient

```
- asio::io_context _io_context
- std::thread * thread_
- tcp_client *_clientTCP
- User *_user
- bool _start
- std::size_t _portUdp
- std::size_t _callerId
- Call *_call
- std::thread *_callThread
- std::thread *threadHandler_
- bool isCalling

+ void shell()
+ void run()
+ void handler()
+ void stop()
+ bool getIsCalling()
+ void setIsCalling(bool calling)
+ void handleResponse(std::string buffer)
+ void handleLoginResponse(BabelPacket &packet)
+ void handleSomeoneCalling(BabelPacket &packet)
+ void handleLaunchCall(BabelPacket &recBin)
+ void handleHangUp(BabelPacket &recBin)
+ void handleBasicResponse(BabelPacket &recBin)
+ void acceptDenyCall(bool request, std::size_t fromId)
+ void login(std::string &username)
+ void logout(bool request, std::size_t fromId)
+ void sendCallRequest(std::size_t destId)
```

MainWindow

```
- void on_LoginpushButton_clicked()
- void on_BackLogin_pushButton_clicked()
- void on_RegisterPushButton_2_clicked()
- void on_Call_pushButton_clicked()
- void on_pushButton_3_clicked()
- void on_DenyCall_pushButton_clicked()
- void on_AcceptCall_pushButton_clicked()
- void on_LogOut_pushButton_clicked()
- Ui::MainWindow *ui

+ void getCallback()
+ BabelClient *client
+ std::thread *getThread_
+ bool _startCallback
```

Call

```
- SenderUdp *_sender
- std::shared_ptr<ReceiverUdp> _receiver
- std::string _ip
- std::size_t _portReceive
- std::size_t _portSender
- bool isActive
- StreamHandler *_streamHandler

+ bool getIsActive()
+ void launchCall()
+ void hangUpCall()
```