Model::Main

MainWindow

-userName: String
-ascendingSearch: bool
-acceptsInvites: bool
-searchWindows: SearchWindow
-chatWindows: List<ChatWindow>

-GetUsersByName(username: String): List<User>
-OnUserNameClickHandler(): void
-AscendingDescendingButtonHandler(): void
-HandleInviteToChat(): void
-OnStatusClickHandler(): void
-InviteUserToChat(userName: String, chatWindow: ChatWindow): bool
-BlockUser(userName: String): void
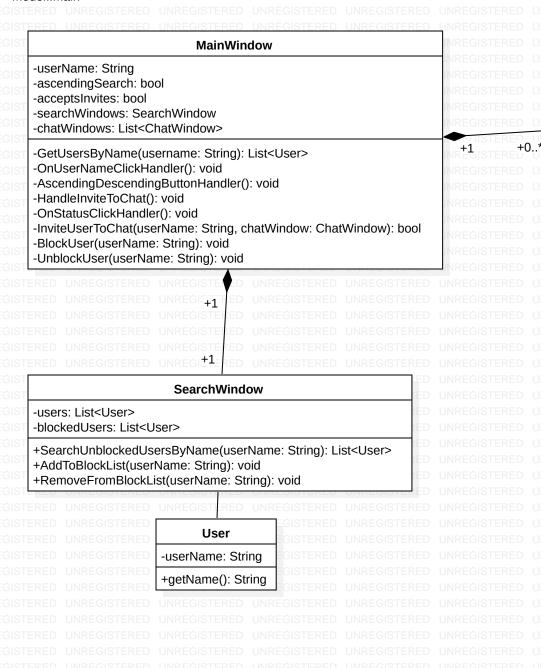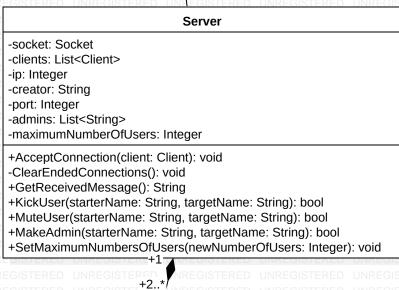-UnblockUser(userName: String): void

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ChatWindow

-server: Server
-userName: String

+HandleNewClient(userName: String): void
-DisplayUserMessages(): void
-ClearMessages(): void
-OnKickUserButtonHandler(targerName: String): bool
-OnMuteUserButtonHandler(targetName: String): bool
-OnMakeAdminButtonHandler(targetName: String): bool
-CloseTheServer(): void

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Server

-socket: Socket
-clients: List<Client>
-ip: Integer
-creator: String
-port: Integer
-admins: List<String>
-maximumNumberOfUsers: Integer

+AcceptConnection(client: Client): void
-ClearEndedConnections(): void
+GetReceivedMessage(): String
+KickUser(starterName: String, targetName: String): bool
+MuteUser(starterName: String, targetName: String): bool
+MakeAdmin(starterName: String, targetName: String): bool
+SetMaximumNumbersOfUsers(newNumberOfUsers: Integer): void

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SearchWindow

-users: List<User>
-blockedUsers: List<User>

+SearchUnblockedUsersByName(userName: String): List<User>
+AddToBlockList(userName: String): void
+RemoveFromBlockList(userName: String): void

User

-userName: String

+getName(): String

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Client

-socket: Socket
-userName: String
-allowedToMessage: bool
-isAdmin: bool

+ConnectToServer(): void
+SendMessageToServer(message: String): void
+EndConnection(): void