# Client

* Init()
  + This method runs when a cleint tries to connect to the server (when a new Client class is created). It sets up the connection socket and runs the *run()* function.
* Run()
  + The *run()* function connects to the connection socket, and if it’s a valid connection the servers starts creates a *clientHandler* for the client.
* Disconnect()
  + This disconnects the client from the server and its *clientHandler* will then be closed.
* Receive\_message()
  + This function handles the receiving of incoming messages sent from *messageReceiver* or *messageParse*.
* Send\_payload()
  + This is when the client sends a message to the chat room. The information needed will be sent as a JSON-file.

# MessageReceiver

* Init()
  + The *init()* function is initialized when a new *MessageReceiver* class is created.
* Run()
  + This starts the listening for response from the *clientHandler*.

# MessageParse

* Parse()
  + Returns a parsed String (from JSON to String) from clientHandler based on the response.