# Client

* \_\_init\_\_()
  + This method runs when a client tries to connect to the server (when a new Client class is created). It sets up the connection socket and runs the *run()* method.
* run()
  + The *run()* method 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(message)
  + This function sends the receiving of incoming messages sent from *messageReceiver to messageParser*.
* send\_payload(data)
  + This is when the client sends a message to the chat room. The information needed will be sent as a JSON formatted string.

# MessageReceiver

* \_\_Init\_\_()
  + The \_\_*init\_\_()* method is initialized when a new *MessageReceiver* class is created.
* run()
  + This starts the listening for response from the *clients connection socket*.

# MessageParser

* parse(payload)
  + Decodes the payload if it is a string into a dictionary(dictionaries will not be decoded), chooses what method to call based on the payload’s response field, and returns a string that will be printed to the terminal.
* parse\_error(decoded\_payload)
  + Method for parsing an error message
* parse\_message(decoded\_payload)
  + Method for parsing a message
* parse\_info(decoded\_payload)
  + Method for parsing a info message
* parse\_history(decoded\_payload)
  + Method for parsing a message history log,
  + Will loop thought the history and call parse on each entry