Client1		**Message**		Client2
		set_value(action Integer)		
		send(channel Channel)		
		set_value(text String)		
		receive(channel Channel)		

```cpp
class Message {
public:
    Message();
    set_value(char* text);
    set_value(int action);
    void send(Channel c);
    void receive(Channel c);
    ...
private:
    void* data_;
    int type_;
    static const int TEXT = 1;
    static const int ACTION = 2;
    ...
}
```

```cpp
Message::send(Channel c) {
    switch (type_) {
    case TEXT:
        ...
    case ACTION:
        ...
    }
}
void Client1::doit() { ...
    Message * myMessage =
        new Message();
    myMessage->set_Value("...");
    ...
}
```