SimpleChatroom

f	t	Thread
f	r	Writer
f	w	Reader
f	connectionToClient	Socket
f	father	SimpleChat
f	nick	String
m	SimpleChatroom(SimpleChat, Socket, String)	
m	run()	void
m	sendAllMessage(String, String)	void
m	sendAllInformation(String)	void
m	sendMessage(String, String, SimpleChatroom)	void
m	sendMessage(String, String)	void
m	sendInfo(String)	void
m	getReader()	Reader
m	getWriter()	Writer
m	getNick()	String
m	setNick(String)	void
m	getConnection()	Socket
m	annihilate()	void

Writer

f	connectionToClient	Socket
f	r	Thread
f	father	SimpleChatroom
f	queue	Queue<String>
m	Writer(SimpleChatroom, Socket)	
m	run()	void
m	nick(String)	void
m	queueMessage(String)	void
m	tell()	void
m	pvt()	void
m	emptyQueue()	String
m	tellMessage()	void
m	sendUserMessage(Socket)	void
m	annihilate()	void

SimpleChat

f	t	Thread
f	incr	int
f	clientList	Map<String, SimpleChatroom>
f	portNum	int
m	SimpleChat(int)	
m	run()	void
m	getNickSet()	Set<String>
m	getIncr()	int
m	sendAllMessage(String, String)	void
m	sendAllInformation(String)	void
m	closeAll()	void
m	killUser(String)	void
m	annihilate()	void

Reader

f	w	Thread
f	connectionToClient	Socket
f	father	SimpleChatroom
m	Reader(SimpleChatroom, Socket)	
m	run()	void
m	checkForProtcals(String)	void
m	annihilate()	void

ServerStarter

m	main(String[])	void