Encryption chatroom UI $UI_Peer_to_peer_manager$ Attributes Peer2Peer1 1 connectionIP:string \square connectionPort:int Methods establishConnection():void $UI_Session_manager$ Attributes EncryptionKeys:List ChannelManagers:List $User_Interface$ 1 * Method Methods 1 1 SocketcreateChannelManager():void showUI():void createP2Pmanager():void login():void connectServer():void generateSession():void forward Message (): voidlogout():void encryptMessage():void decryptLog():void $UI_Channel_manager$ Attributes Channel_Log: Method sendMessage():void updateLog():void