










	ChatroomUI	
	ChatroomUI(String)	
	start(Stage)	void
	messageReceived(String)	void
	update(Observable, Object)	void
	chatroomName	String

	ClientUI	
	client	Client
	clientController	ClientController
	main(String[])	void
	start(Stage)	void
	update(Observable, Object)	void


Package Controller


Package FXML