Client

f 🔒 send	ClientSend
f 🔒 receive	ClientReceive
f 🔒 publish	ClientPublish
f 🔒 chatrooms	ArrayList<ClientChatroom>
f 🔒 serverConnection	Socket
f 🔒 run	boolean
f 🔒 outgoing	BlockingQueue<Packet>
f 🔒 incoming	BlockingQueue<Packet>

m 🔒 Client()	

m 🔒 main()	void
m 🔒 run()	void
m 🔒 setServerConnection(String, int)	void
m 🔒 startChatroom(String)	void
m 🔒 disconnect()	void
m 🔒 sendMessage(SendMessage)	void
m 🔒 newChatroom(NewChatroom)	void
m 🔒 test()	void
m 🔒 update(Observable, Object)	void

p serverConnection	ConnectionAttempt

ClientChatroom

f 🔒 chatlog	ArrayList<ChatMessage>
f 🔒 outgoing	BlockingQueue<Packet>

m 🔒 ClientChatroom(String, BlockingQueue<Packet>)	

m 🔒 displayMessage(ChatMessage)	void
m 🔒 toString()	String
m 🔒 receiveMessage(ChatMessage)	void
m 🔒 sendMessage(SendMessage)	void

p chatroomName	String

ClientReceive

f ○ connection	Socket
f 🔒 incoming	BlockingQueue<Packet>

m 🔒 ClientReceive(Socket, BlockingQueue<Packet>)	

m 🔒 test()	void
m 🔒 run()	void

ClientPublish

f 🔒 chatrooms	ArrayList<ClientChatroom>
f 🔒 incoming	BlockingQueue<Packet>

m 🔒 ClientPublish(ArrayList<ClientChatroom>, BlockingQueue<Packet>)	

m 🔒 run()	void

ClientSend

f 🔒 connection	Socket
f 🔒 outgoing	BlockingQueue<Packet>

m 🔒 ClientSend(Socket, BlockingQueue<Packet>)	

m 🔒 run()	void

📁 Package InternalWrappers