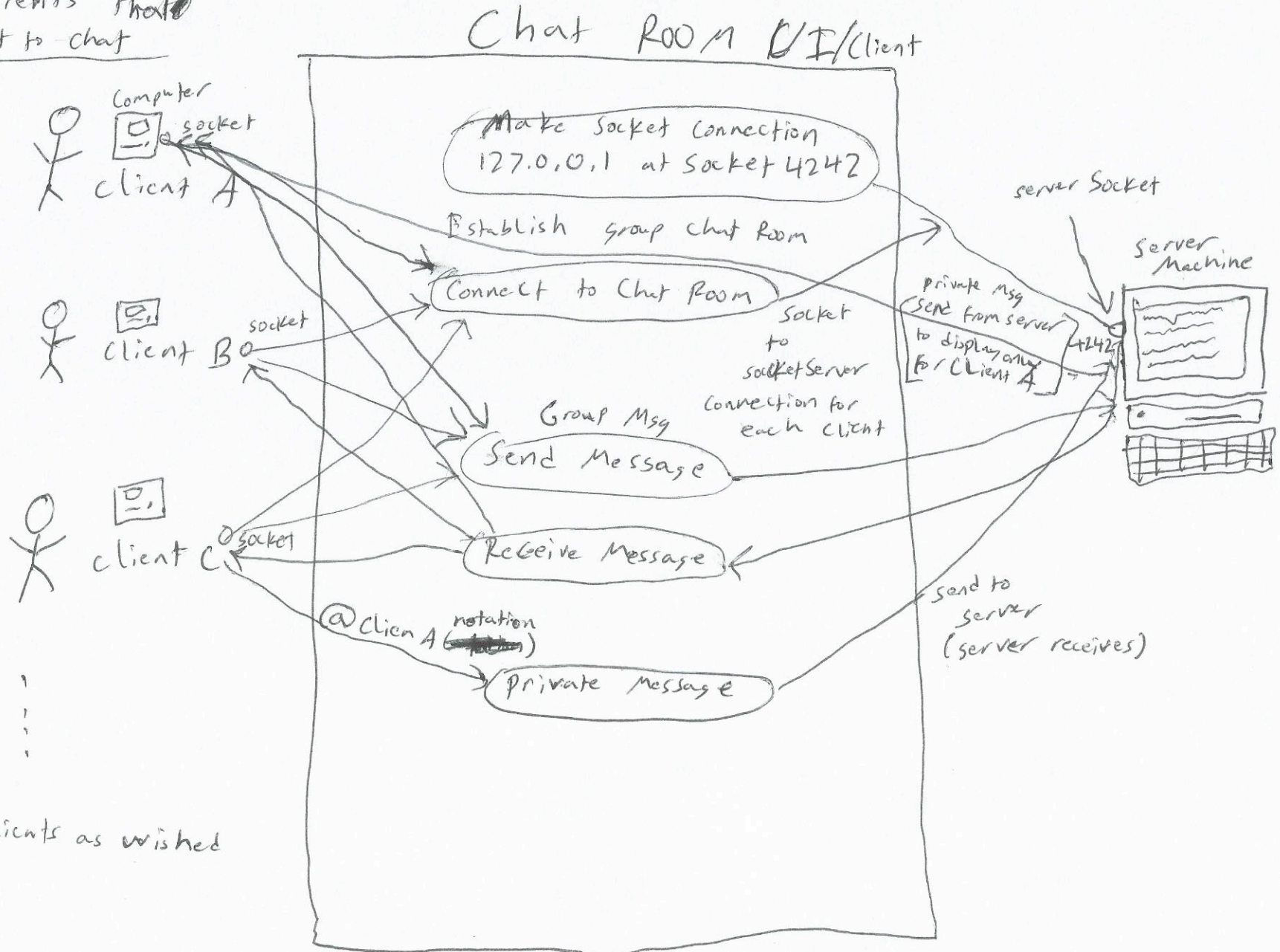Siva Manda   Sm48525
Aaron Chang   AAC3434

Project 7 Chat Room
UML Use Case Diagram

Clients that
Connect to chat

Computer
socket

Client A

Client B

socket

Client C

socket

:
.
.
.

As Many clients as wished

Chat Room UI/Client

Make Socket Connection
127.0.0.1 at Socket 4242

Establish group chat Room

Connect to Chat Room

Socket
to
socket Server
Connection for
each client

Group Msg
Send Message

Receive Message

@ Clien A notation

Private Message

server Socket

Server
Machine

Private Msg
Send from server
to display only
for Client A

4242

send to
server
(server receives)