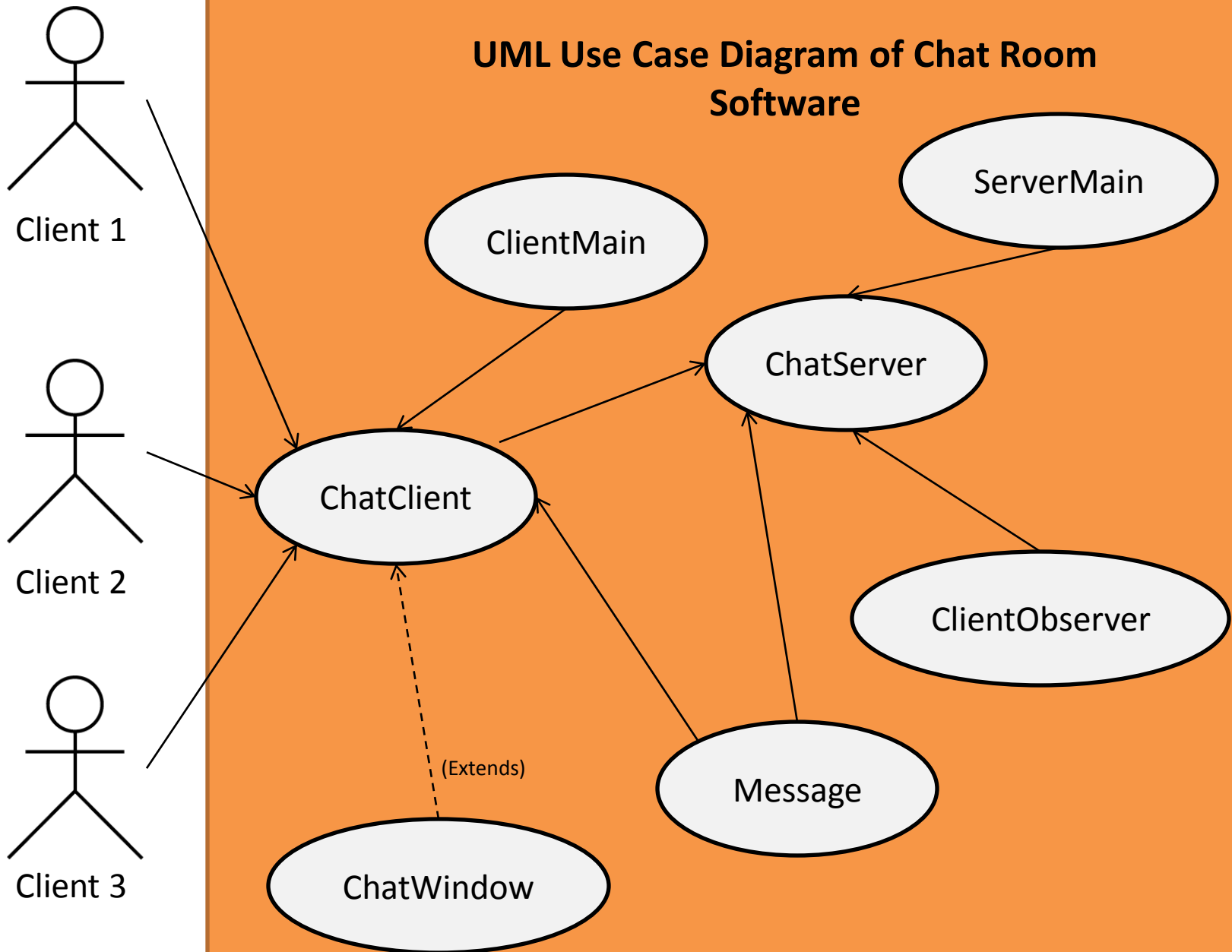UML Use Case Diagram of Chat Room Software

UML Class Diagram of Chat Room Software

ServerMain

N/A

Public main(String[] args)

ChatServer

Private Integer clientCount
Private HashMap<Socket, Integer> serverClientIds
Private HashMap<Integer, Socket> serverClientSockets
Private HashMap<Socket, ClientObserver> socketObservers
Private ArrayList<ChatGroup> chatGroups
Private ChatGroup allClients

Private setUpNetworking() throws Exception
Private ChatGroup findChatGroup(ChatGroup g)
Public void run()

ChatClient

Private TextArea incoming
Private TextField outgoing
Private ObjectInputStream
Private ObjectOutputStream writer
Private ArrayList<Integer> chats

Public start(Stage chatPane)
Private setUpNetworking() throws Exception

Message

int type
ArrayList<Integer> recipients
String content

Public Message(int type, String content)

ClientObserver

N/A

Public ClientObserver(OutputStream out) throws IOException
Public update(Observable o, Object arg)