**Instant Messaging Software – Planning**

Alias: Shorten the Instant Messaging Software that shall be written to the IM.

**Main program part**

**Client part**

* The client is made of several Conversation-Controller classes.
* The Conversation-Controller contains one Conversation-Model and one Conversation-View classes.
* Each Conversation-Model class contains the socket the IM client connect to.
* Each socket belongs to different individual, so it is best to pack the socket with the information of that individual in a class that is called Guest. The information includes the Guest’s username, encryption key and encryption method.
* One Conversation-Model class contains one Guest and method to send and receive message from the Guest. It also contains a message list that contains all received messages.
* The Conversation-View class takes in a Conversation-Model class as argument when constructed. The Conversation-View class takes care of display the messages.
* The Conversation-Controller implements the Runnable interface. It runs and waits message from the user by inputting from Conversation-Model and by receiving from the Guest.

**Server part**

* There are two types of servers. One individual chat server and one group chat server.
* The individual chat server is just a Listener that waits for incoming socket. When one Guest connects in then a new Conversation is created.
* The group chat server also waits for incoming socket. It