The main design is built around the client and the server. The client class dealt with the client side interactions that needed to go to the server. Two threads where implemented (Outputthred / inputthred), one for chat input and one for chat output. The server class is used to control and manage all of the clients, by grabbing the input and output from the users. A hashmap was used for username with user threads this is used for private messages, and two set data structures where implemented for their no duplicate properties.

My main task was helping with the design and implementation of the client class. I also helped with the implementation of the hashmap in the server class. We meet in person in the tutor lab and worked out different implementations and designs on the whiteboard.