

Model Report

Version •



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Babel Client

Package in package "

Babel Client
Version Phase 1.0 Proposed
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Babel Client

Package in package 'Babel Client'

Babel Client
Version Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

Class Model diagram

Class diagram in package 'Babel Client'

Class Model
Version 1.0
dimitri created on 11/10/2017. Last modified 11/10/2017

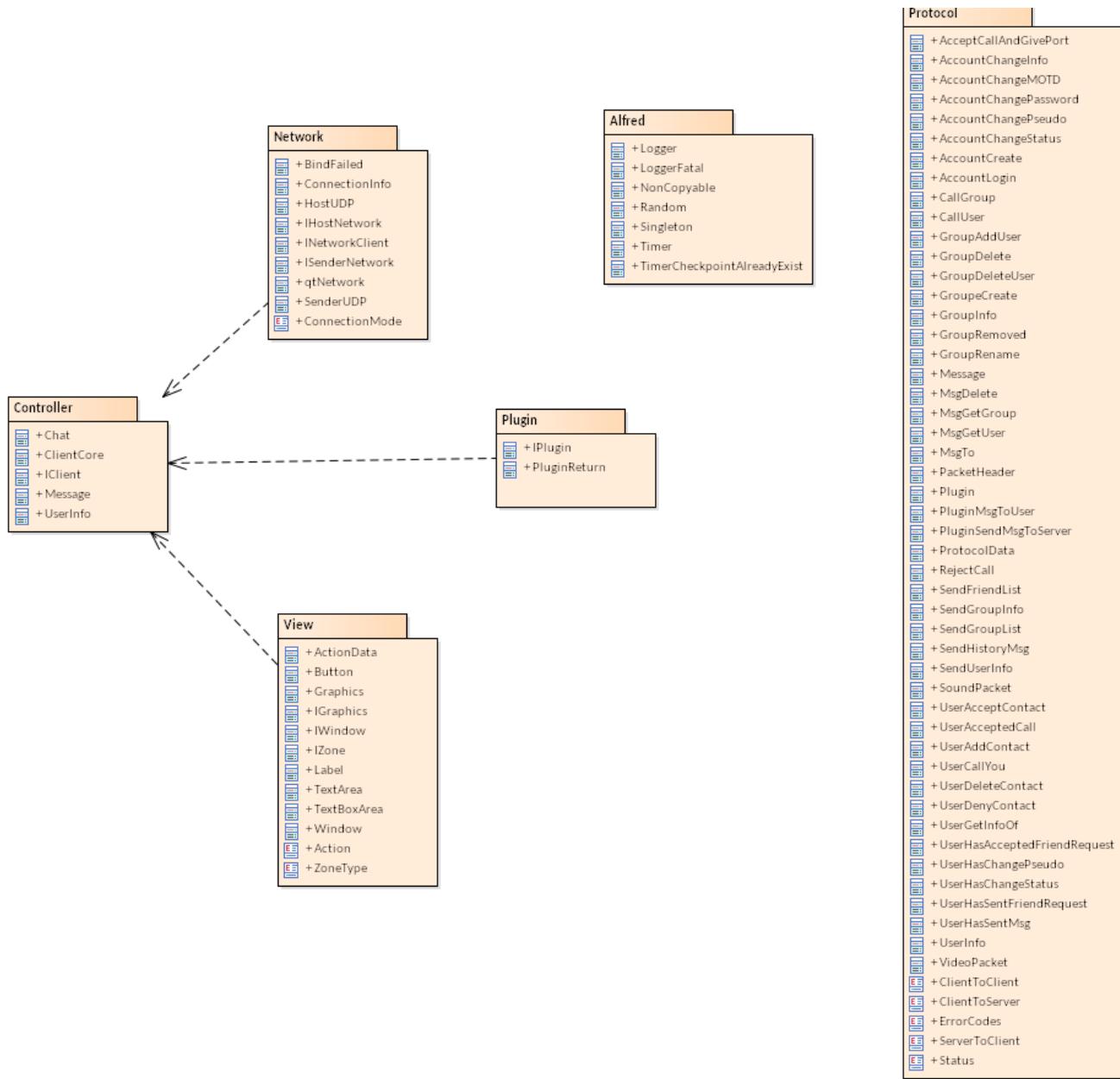


Figure 1: Class Model

Alfred

Package in package 'Babel Client'

Alfred
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Controller

Package in package 'Babel Client'

Controller
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CONNECTORS

CONNECTORS **Dependency** Source -> Destination

From: Network : Package, Public
To: Controller : Package, Public

 **Dependency** Source -> Destination

From: Plugin : Package, Public
To: Controller : Package, Public

 **Dependency** Source -> Destination

From: View : Package, Public
To: Controller : Package, Public

Network

Package in package 'Babel Client'

Network

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CONNECTORS **Dependency** Source -> Destination

From: Network : Package, Public
To: Controller : Package, Public

Plugin

Package in package 'Babel Client'

Plugin

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CONNECTORS **Dependency** Source -> Destination

From: Plugin : Package, Public
To: Controller : Package, Public

Protocol

Package in package 'Babel Client'

Protocol

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View

Package in package 'Babel Client'

View

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Alfred

Package in package 'Babel Client'

Alfred

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Alfred diagram

Class diagram in package 'Alfred'

Alfred

Version 1.0

dimitri created on 11/10/2017. Last modified 11/10/2017

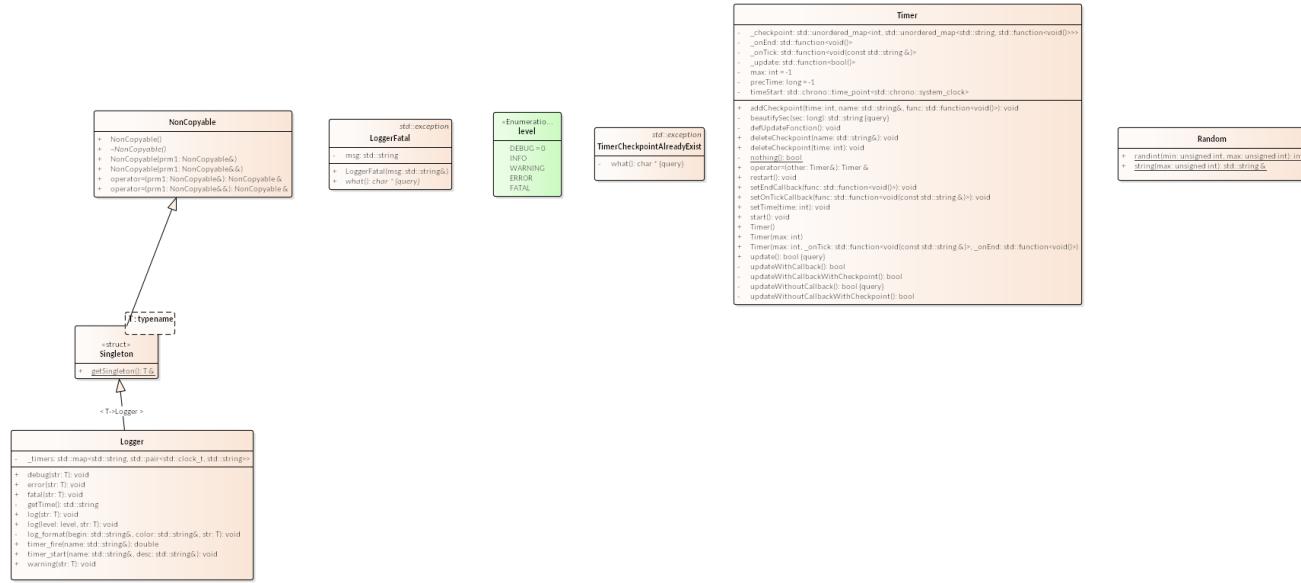


Figure 2: Alfred

Logger

Class in package 'Alfred'

Logger Version 1.0 Phase 1.0 Proposed dimitri created on 11/10/2017. Last modified 11/10/2017 Extends Singleton	
ELEMENTS OWNED BY Logger <ul style="list-style-type: none"> █ level : Enumeration «Enumeration» 	
OUTGOING STRUCTURAL RELATIONSHIPS <ul style="list-style-type: none"> ↳ Generalization from Logger to «struct» Singleton [Direction is 'Source -> Destination'.] 	
ATTRIBUTES <ul style="list-style-type: none"> ◆ _timers : std::map<std::string, std::pair<std::clock_t, std::string>> Private [Is static False. Containment is Not Specified.] 	
OPERATIONS <ul style="list-style-type: none"> ◆ debug (str : T) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.] ◆ error (str : T) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.] ◆ fatal (str : T) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.] ◆ getTime () : std::string Private Properties: 	

OPERATIONS	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ log (str : T) : void Public	
Properties:	
inline = true	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ log (level : level , str : T) : void Public	
Properties:	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ log_format (begin : std::string& , color : std::string& , str : T) : void Private	
Properties:	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ timer_fire (name : std::string&) : double Public	
Properties:	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ timer_start (name : std::string& , desc : std::string&) : void Public	
Properties:	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ warning (str : T) : void Public	
Properties:	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

level

Enumeration «Enumeration» owned by 'Logger', in package 'Alfred'

level

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ATTRIBUTES

ATTRIBUTES	
◆ DEBUG : Public	[Is static False. Containment is Not Specified.]
◆ INFO : Public	[Is static False. Containment is Not Specified.]
◆ WARNING : Public	[Is static False. Containment is Not Specified.]
◆ ERROR : Public	[Is static False. Containment is Not Specified.]
◆ FATAL : Public	[Is static False. Containment is Not Specified.]

LoggerFatal

Class in package 'Alfred'

LoggerFatal
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends std::exception

ATTRIBUTES	
◆ msg : std::string Private	[Is static False. Containment is Not Specified.]
OPERATIONS	
◆ LoggerFatal (msg : std::string&) : Public	
Properties:	
initializer = msg(std::string("Fatal Error: ") + msg)	
bodyLocation = classDec	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ what () : char * Public Const	
Properties:	
throws = ()	
bodyLocation = classDec	
	[Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

NonCopyable

Class in package 'Alfred'

NonCopyable
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INCOMING STRUCTURAL RELATIONSHIPS

⇒ Generalization from «struct» Singleton to NonCopyable

[Direction is 'Source -> Destination'.]

⇒ Generalization from ClientCore to NonCopyable

[Direction is 'Source -> Destination'.]

OPERATIONS

◆ NonCopyable () : Public

Properties:

overrides = default

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ ~NonCopyable () : Public

Properties:

overrides = default

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ NonCopyable (prm1 : NonCopyable&) : Public

Properties:

overrides = delete

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ NonCopyable (prm1 : NonCopyable&&) : Public

Properties:

overrides = delete

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ operator= (prm1 : NonCopyable&) : NonCopyable & Public

Properties:

overrides = delete

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ operator= (prm1 : NonCopyable&&) : NonCopyable & Public

OPERATIONS

Properties:

overrides = delete

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Random

Class in package 'Alfred'

Random

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

OPERATIONS◆ **randint (min : unsigned int , max : unsigned int) : int** Public Const

Properties:

bodyLocation = classDec

[Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ **string (max : unsigned int) : std::string &** Public Const

Properties:

bodyLocation = classDec

[Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Singleton

Class «struct» in package 'Alfred'

Singleton

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

Extends NonCopyable

OUTGOING STRUCTURAL RELATIONSHIPS

◀ Generalization from «struct» Singleton to NonCopyable

[Direction is 'Source -> Destination'.]

INCOMING STRUCTURAL RELATIONSHIPS

⇒ Generalization from Logger to «struct» Singleton

[Direction is 'Source -> Destination'.]

OPERATIONS◆ **getSingleton () : T &** Public

OPERATIONS
Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Timer

Class in package 'Alfred'

WARNING: The _onTick and _onEnd callback will be called only if they both exist (!= nullptr) You can create them via the constructor or via the setXXXCallback function

Timer
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ _checkpoint : std::unordered_map<int, std::unordered_map<std::string, std::function<void()>>> Private [Is static False. Containment is Not Specified.]
◆ _onEnd : std::function<void()> Private [Is static False. Containment is Not Specified.]
◆ _onTick : std::function<void(const std::string &)> Private [Is static False. Containment is Not Specified.]
◆ _update : std::function<bool()> Private [Is static False. Containment is Not Specified.]
◆ max : int Private = -1 [Is static False. Containment is Not Specified.]
◆ precTime : long Private = -1 [Is static False. Containment is Not Specified.]
◆ timeStart : std::chrono::time_point<std::chrono::system_clock> Private [Is static False. Containment is Not Specified.]

OPERATIONS
◆ addCheckpoint (time : int , name : std::string& , func : std::function<void()>) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ beautifySec (sec : long) : std::string Private Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ defUpdateFonction () : void Private Properties: inline = true bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ deleteCheckpoint (name : std::string&) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ deleteCheckpoint (time : int) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ nothing () : bool Private Properties: bodyLocation = classDec [Is static True. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ operator= (other : Timer&) : Timer & Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ restart () : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setEndCallback (func : std::function<void()>) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setOnTickCallback (func : std::function<void(const std::string &)>) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTime (time : int) : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ start () : void Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Timer () : Public Properties: explicit = true overrides = default [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Timer (max : int) : Public Properties: explicit = true initializer = max(max),_update([this]() -> bool { return (updateWithoutCallback()); }) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Timer (max : int , _onTick : std::function<void(const std::string &)> , _onEnd : std::function<void()>) : Public Properties: explicit = true initializer = max(max),_onTick(std::move(_onTick)),_onEnd(std::move(_onEnd)),_update([this]() -> bool { return (updateWithCallback()); }) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ update () : bool Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]
◆ updateWithCallback () : bool Private Properties:

OPERATIONS
<pre>bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</pre>
<p>❖ updateWithCallbackWithCheckpoint () : bool Private</p> <p>Properties:</p> <pre>bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</pre>
<p>❖ updateWithoutCallback () : bool Private</p> <p>Properties:</p> <pre>bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]</pre>
<p>❖ updateWithoutCallbackWithCheckpoint () : bool Private</p> <p>Properties:</p> <pre>bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</pre>

TimerCheckpointAlreadyExist

Class in package 'Alfred'

Exception for Timer triggered when the user want to add a checkpoint which already exist

TimerCheckpointAlreadyExist
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends std::exception

OPERATIONS
<p>❖ what () : char * Private Const</p> <p>Properties:</p> <pre>throws = () override = true bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]</pre>

Controller

Package in package 'Babel Client'

Controller
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

LINKS TO OTHER PACKAGES		
 Dependency from 'Network' Package to 'Controller' Package	Direction:	Source -> Destination
 Dependency from 'Plugin' Package to 'Controller' Package	Direction:	Source -> Destination
 Dependency from 'View' Package to 'Controller' Package	Direction:	Source -> Destination

Controller diagram

Class diagram in package 'Controller'

Controller
Version 1.0
dimitri created on 11/10/2017. Last modified 11/10/2017

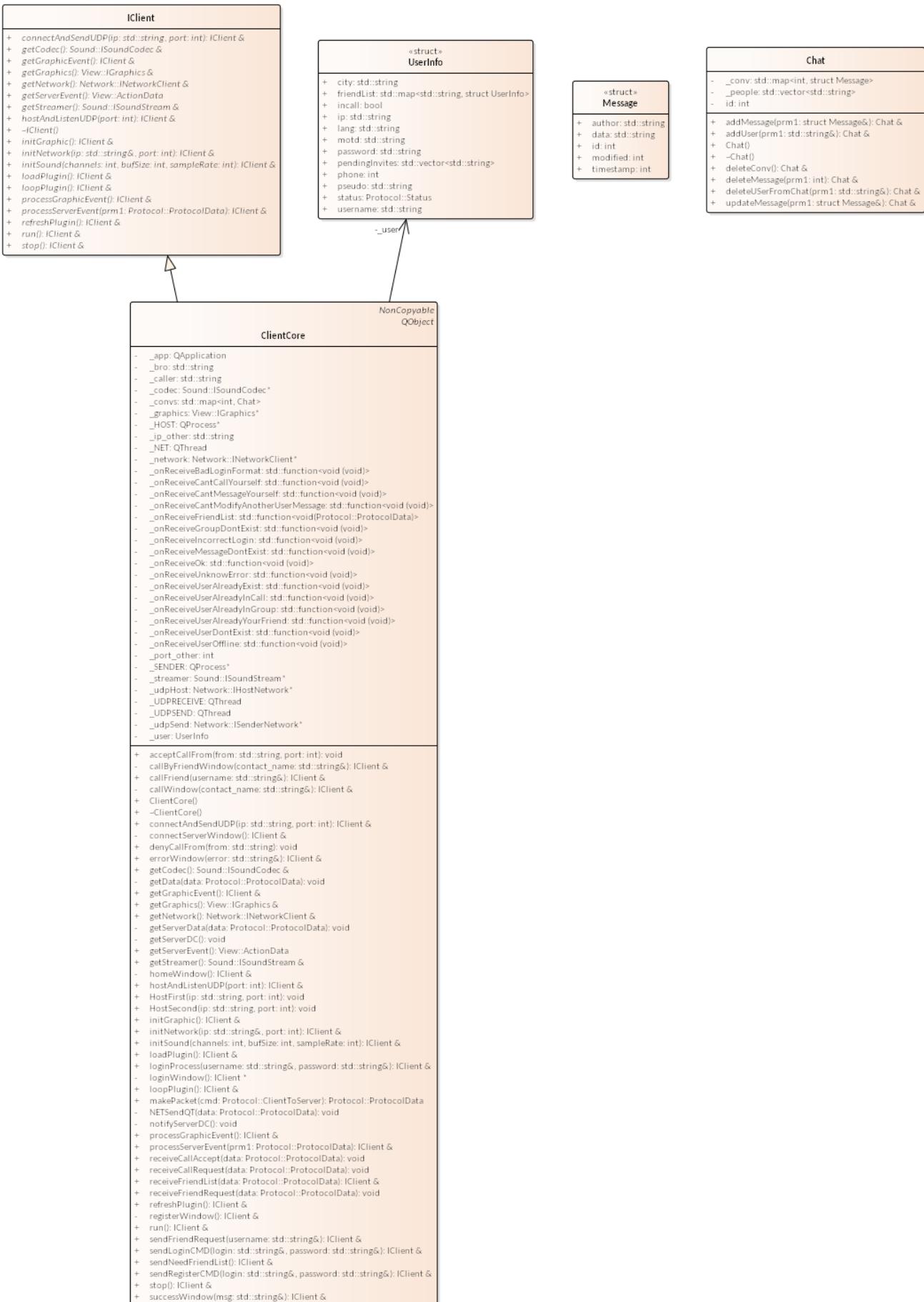


Figure 3: Controller

Chat

Class in package 'Controller'

Chat

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dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ _conv : std::map<int, struct Message>	Private [Is static False. Containment is Not Specified.]
◆ _people : std::vector<std::string>	Private [Is static False. Containment is Not Specified.]
◆ id : int	Private [Is static False. Containment is Not Specified.]
OPERATIONS	
◆ addMessage (prm1 : struct Message&)	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ addUser (prm1 : std::string&)	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Chat ()	: Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~Chat ()	: Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ deleteConv ()	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ deleteMessage (prm1 : int)	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ deleteUserFromChat (prm1 : std::string&)	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ updateMessage (prm1 : struct Message&)	: Chat & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ClientCore

Class in package 'Controller'

ClientCore
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends IClient, NonCopyable, QObject

OUTGOING STRUCTURAL RELATIONSHIPS	
↳ Generalization from ClientCore to IClient	[Direction is 'Source -> Destination'.]
↳ Generalization from ClientCore to NonCopyable	[Direction is 'Source -> Destination'.]
ATTRIBUTES	
◆ _app : QApplication Private	[Is static False. Containment is Not Specified.]
◆ _bro : std::string Private	[Is static False. Containment is Not Specified.]
◆ _caller : std::string Private	[Is static False. Containment is Not Specified.]
◆ _codec : Sound::ISoundCodec* Private	[Is static False. Containment is Not Specified.]
◆ _convs : std::map<int, Chat> Private	[Is static False. Containment is Not Specified.]
◆ _graphics : View::IGraphics* Private	[Is static False. Containment is Not Specified.]
◆ _HOST : QProcess* Private	[Is static False. Containment is Not Specified.]
◆ _ip_other : std::string Private	[Is static False. Containment is Not Specified.]
◆ _NET : QThread Private	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ _network : Network::INetworkClient* Private [Is static False. Containment is Not Specified.]
◆ _onReceiveBadLoginFormat : std::function<void (void)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveCantCallYourself : std::function<void (void)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveCantMessageYourself : std::function<void (void)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveCantModifyAnotherUserMessage : std::function<void (void)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveFriendList : std::function<void(Protocol::ProtocolData)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveGroupDontExist : std::function<void (void)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveIncorrectLogin : std::function<void (void)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveMessageDontExist : std::function<void (void)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveOk : std::function<void (void)> Private int _lastTimeStampTCP = 0; [Is static False. Containment is Not Specified.]
◆ _onReceiveUnknowError : std::function<void (void)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveUserAlreadyExist : std::function<void (void)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveUserAlreadyInCall : std::function<void (void)> Private [Is static False. Containment is Not Specified.]
◆ _onReceiveUserAlreadyInGroup : std::function<void (void)> Private [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ _onReceiveUserAlreadyYourFriend : std::function<void (void)>	Private [Is static False. Containment is Not Specified.]
◆ _onReceiveUserDontExist : std::function<void (void)>	Private [Is static False. Containment is Not Specified.]
◆ _onReceiveUserOffline : std::function<void (void)>	Private [Is static False. Containment is Not Specified.]
◆ _port_other : int	Private [Is static False. Containment is Not Specified.]
◆ _SENDER : QProcess*	Private [Is static False. Containment is Not Specified.]
◆ _streamer : Sound::ISoundStream*	Private [Is static False. Containment is Not Specified.]
◆ _udpHost : Network::IHostNetwork*	Private [Is static False. Containment is Not Specified.]
◆ _UDPRECEIVE : QThread	Private [Is static False. Containment is Not Specified.]
◆ _UDPSEND : QThread	Private [Is static False. Containment is Not Specified.]
◆ _udpSend : Network::ISenderNetwork*	Private [Is static False. Containment is Not Specified.]
◆ _user : UserInfo	Private [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
◆ Association (direction: Source -> Destination)	
Source: Public (Class) ClientCore	Target: Private _udpSend (Class) ISenderNetwork
◆ Association (direction: Source -> Destination)	
Source: Public (Class) ClientCore	Target: Private _streamer (Class) ISoundStream

ASSOCIATIONS	
Association (direction: Source -> Destination)	
Source: Public (Class) ClientCore	Target: Private _user (Class) UserInfo «struct»
Association (direction: Source -> Destination)	
Source: Public (Class) ClientCore	Target: Private _graphics (Class) IGraphics
Association (direction: Source -> Destination)	
Source: Public (Class) ClientCore	Target: Private _codec (Class) ISoundCodec
Association (direction: Source -> Destination)	
Source: Public (Class) ClientCore	Target: Private _udpHost (Class) IHostNetwork
Association (direction: Source -> Destination)	
Source: Public (Class) ClientCore	Target: Private _network (Class) INetworkClient

OPERATIONS	
acceptCallFrom (from : std::string , port : int) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
callByFriendWindow (contact_name : std::string&) : IClient & Private	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
callFriend (username : std::string&) : IClient & Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
callWindow (contact_name : std::string&) : IClient & Private	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
ClientCore () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
~ClientCore () : Public	
Properties:	
override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ connectAndSendUDP (ip : std::string , port : int) : IClient & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ connectServerWindow () : IClient & Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ denyCallFrom (from : std::string) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ errorWindow (error : std::string&) : IClient & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getCodec () : Sound::ISoundCodec & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getData (data : Protocol::ProtocolData) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getGraphicEvent () : IClient & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getGraphics () : View::IGraphics & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getNetwork () : Network::INetworkClient & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getServerData (data : Protocol::ProtocolData) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getServerDC () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ getServerEvent () : View::ActionData Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getStreamer () : Sound::ISoundStream & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ homeWindow () : IClient & Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ hostAndListenUDP (port : int) : IClient & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ HostFirst (ip : std::string , port : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ HostSecond (ip : std::string , port : int) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ initGraphic () : IClient & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ initNetwork (ip : std::string& , port : int) : IClient & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ initSound (channels : int , bufSize : int , sampleRate : int) : IClient & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ loadPlugin () : IClient & Public

OPERATIONS
<p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ loginProcess (username : std::string& , password : std::string&) : IClient & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ loginWindow () : IClient * Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ loopPlugin () : IClient & Public</p>
<p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ makePacket (cmd : Protocol::ClientToServer) : Protocol::ProtocolData Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ NETSendQT (data : Protocol::ProtocolData) : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ notifyServerDC () : void Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ processGraphicEvent () : IClient & Public</p>
<p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ processServerEvent (prm1 : Protocol::ProtocolData) : IClient & Public</p>
<p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ receiveCallAccept (data : Protocol::ProtocolData) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ receiveCallRequest (data : Protocol::ProtocolData) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ receiveFriendList (data : Protocol::ProtocolData) : IClient & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>

OPERATIONS
◆ receiveFriendRequest (data : Protocol::ProtocolData) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ refreshPlugin () : IClient & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ registerWindow () : IClient & Private [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ run () : IClient & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ sendFriendRequest (username : std::string&) : IClient & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ sendLoginCMD (login : std::string&, password : std::string&) : IClient & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ sendNeedFriendList () : IClient & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ sendRegisterCMD (login : std::string&, password : std::string&) : IClient & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ stop () : IClient & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ successWindow (msg : std::string&) : IClient & Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

IClient

Class in package 'Controller'

IClient

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS

⇒ Generalization from ClientCore to IClient

[Direction is 'Source -> Destination'.]

OPERATIONS

◆ connectAndSendUDP (ip : std::string , port : int) : IClient & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ getCodec () : Sound::ISoundCodec & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ getGraphicEvent () : IClient & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ getGraphics () : View::IGraphics & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ getNetwork () : Network::INetworkClient & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ getServerEvent () : View::ActionData Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ getStreamer () : Sound::ISoundStream & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ hostAndListenUDP (port : int) : IClient & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ ~IClient () : Public

Properties:

overrides = default

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ initGraphic () : IClient & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◆ initNetwork (ip : std::string& , port : int) : IClient & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ initSound (channels : int , bufSize : int , sampleRate : int) : IClient & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ loadPlugin () : IClient & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ loopPlugin () : IClient & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ processGraphicEvent () : IClient & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ processServerEvent (prm1 : Protocol::ProtocolData) : IClient & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ refreshPlugin () : IClient & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ run () : IClient & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ stop () : IClient & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

Message

Class «struct» in package 'Controller'

Message
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ author : std::string Public [Is static False. Containment is Not Specified.]
◆ data : std::string Public [Is static False. Containment is Not Specified.]
◆ id : int Public [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ modified : int Public	[Is static False. Containment is Not Specified.]
◆ timestamp : int Public	[Is static False. Containment is Not Specified.]

UserInfo

Class «struct» in package 'Controller'

UserInfo
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

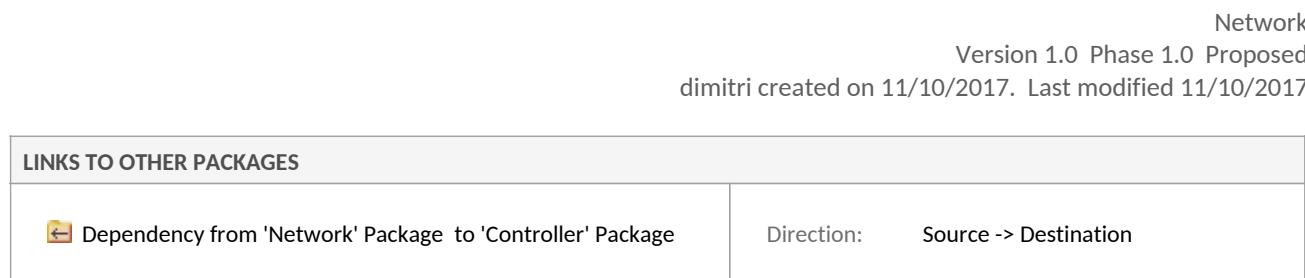
ATTRIBUTES	
◆ city : std::string Public	[Is static False. Containment is Not Specified.]
◆ friendList : std::map<std::string, struct UserInfo> Public	[Is static False. Containment is Not Specified.]
◆ incall : bool Public	[Is static False. Containment is Not Specified.]
◆ ip : std::string Public	[Is static False. Containment is Not Specified.]
◆ lang : std::string Public	[Is static False. Containment is Not Specified.]
◆ motd : std::string Public	[Is static False. Containment is Not Specified.]
◆ password : std::string Public	[Is static False. Containment is Not Specified.]
◆ pendingInvites : std::vector<std::string> Public	[Is static False. Containment is Not Specified.]
◆ phone : int Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ pseudo : std::string	Public [Is static False. Containment is Not Specified.]
◆ status : Protocol::Status	Public [Is static False. Containment is Not Specified.]
◆ username : std::string	Public [Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	Source: Public (Class) UserInfo «struct» Target: Public status (Enumeration) Status «Enumeration»
✓ Association (direction: Source -> Destination)	Source: Public (Class) ClientCore Target: Private _user (Class) UserInfo «struct»

Network

Package in package 'Babel Client'



Network diagram

Class diagram in package 'Network'

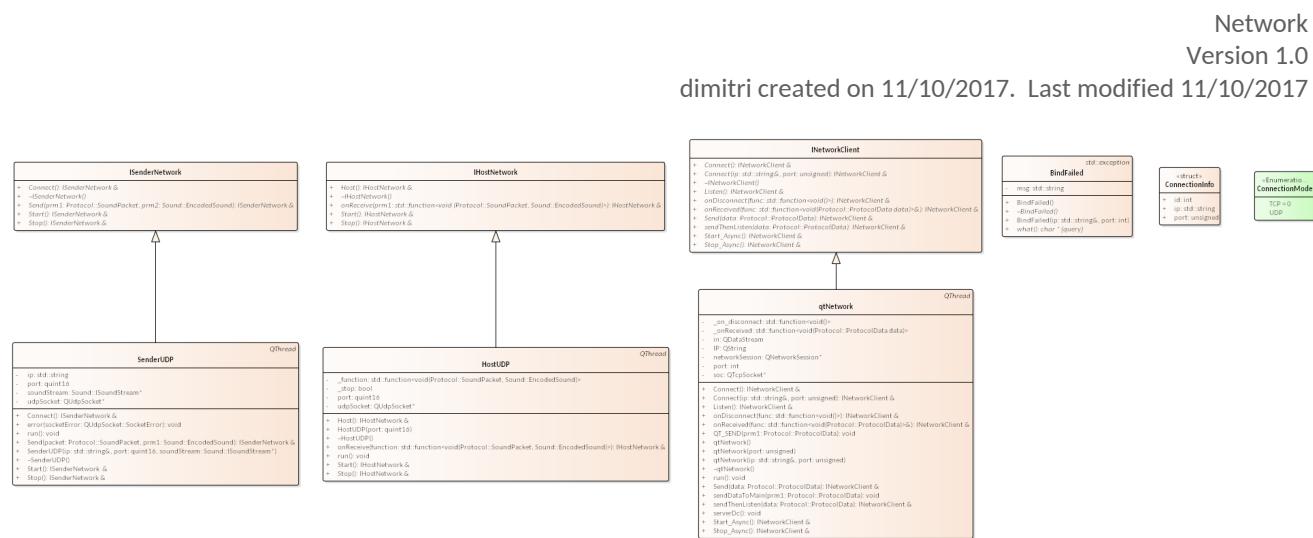


Figure 4: Network

BindFailed

Class in package 'Network'



 msg : std::string Private [Is static False. Containment is Not Specified.]

OPERATIONS

OPERATIONS	
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
◆ ~BindFailed () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ BindFailed (ip : std::string& , port : int) : Public	Properties: initializer = msg(std::string("Failed to bind to ip: ") + ip + " and port " + std::to_string(port)) bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ what () : char * Public Const	Properties: throws = () bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query True . Is synchronized False.]

ConnectionInfo

Class «struct» in package 'Network'

ConnectionInfo
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ id : int Public	[Is static False. Containment is Not Specified.]
◆ ip : std::string Public	[Is static False. Containment is Not Specified.]
◆ port : unsigned Public	[Is static False. Containment is Not Specified.]

HostUDP

Class in package 'Network'

HostUDP
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends IHostNetwork, QThread

OUTGOING STRUCTURAL RELATIONSHIPS	
↳ Generalization from HostUDP to IHostNetwork	[Direction is 'Source -> Destination'.]
ATTRIBUTES	
◆ _function : std::function<void(Protocol::SoundPacket, Sound::EncodedSound)>	Private [Is static False. Containment is Not Specified.]
◆ _stop : bool	Private [Is static False. Containment is Not Specified.]
◆ port : quint16	Private [Is static False. Containment is Not Specified.]
◆ udpSocket : QUdpSocket*	Private [Is static False. Containment is Not Specified.]
OPERATIONS	
◆ Host () : IHostNetwork & Public	
Properties: override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ HostUDP (port : quint16) : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~HostUDP () : Public	
Properties: override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ onReceive (function : std::function<void(Protocol::SoundPacket, Sound::EncodedSound)>) : IHostNetwork & Public	
Properties: override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ run () : void Public	
Properties: override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
<p>◊ Start () : IHostNetwork & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ Stop () : IHostNetwork & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>

IHostNetwork

Class in package 'Network'

IHostNetwork
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS		
<p>⇒ Generalization from HostUDP to IHostNetwork [Direction is 'Source -> Destination'.]</p>		
ASSOCIATIONS		
<p>✍ Association (direction: Source -> Destination)</p> <table> <tr> <td>Source: Public (Class) ClientCore</td> <td>Target: Private _udpHost (Class) IHostNetwork</td> </tr> </table>	Source: Public (Class) ClientCore	Target: Private _udpHost (Class) IHostNetwork
Source: Public (Class) ClientCore	Target: Private _udpHost (Class) IHostNetwork	

OPERATIONS
<p>◊ Host () : IHostNetwork & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ ~IHostNetwork () : Public</p> <p>Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ onReceive (prm1 : std::function<void (Protocol::SoundPacket, Sound::EncodedSound)>) : IHostNetwork & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ Start () : IHostNetwork & Public</p>

OPERATIONS	
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]	
◆ Stop () : IHostNetwork & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

INetworkClient

Class in package 'Network'

INetworkClient
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS	
⇒ Generalization from qtNetwork to INetworkClient	[Direction is 'Source -> Destination'.]

ASSOCIATIONS	
↙ Association (direction: Source -> Destination)	

Source: Public (Class) ClientCore Target: Private _network (Class) INetworkClient

OPERATIONS	
◆ Connect () : INetworkClient & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ Connect (ip : std::string& , port : unsigned) : INetworkClient & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ ~INetworkClient () : Public	
Properties:	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Listen () : INetworkClient & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ onDisconnect (func : std::function<void()>) : INetworkClient & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ onReceived (func : std::function<void(Protocol::ProtocolData data)>&) : INetworkClient & Public	

OPERATIONS	
	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ Send (data : Protocol::ProtocolData) : INetworkClient & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ sendThenListen (data : Protocol::ProtocolData) : INetworkClient & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ Start_Async () : INetworkClient & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ Stop_Async () : INetworkClient & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

ISenderNetwork

Class in package 'Network'

ISenderNetwork
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS

- ➡ Generalization from SenderUDP to ISenderNetwork

[Direction is 'Source -> Destination'.]

ASSOCIATIONS

The diagram illustrates an association between two classes: `ClientCore` and `udpSend`. The association is represented by a line connecting the two classes. A small icon of a pen or pencil is placed near the start of the line, indicating the direction of the association as `Source -> Destination`, where `ClientCore` is the source and `udpSend` is the destination.

Association (direction: Source -> Destination)

Source: Public (Class) ClientCore

Target: Private _udpSend (Class) ISenderNetwork

OPERATIONS

- ◆ **Connect () : ISenderNetwork & Public**
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
- ◆ **-ISenderNetwork () : Public**
Properties:
bodyLocation = classDec
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
- ◆ **Send (prm1 : Protocol::SoundPacket , prm2 : Sound::EncodedSound) : ISenderNetwork & Public**

OPERATIONS	
[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]	
◆ Start () : ISenderNetwork & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ Stop () : ISenderNetwork & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

SenderUDP

Class in package 'Network'

SenderUDP
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends ISenderNetwork, QThread

OUTGOING STRUCTURAL RELATIONSHIPS	
↳ Generalization from SenderUDP to ISenderNetwork	[Direction is 'Source -> Destination'.]
ATTRIBUTES	
◆ ip : std::string Private	[Is static False. Containment is Not Specified.]
◆ port : quint16 Private	[Is static False. Containment is Not Specified.]
◆ soundStream : Sound::ISoundStream* Private	[Is static False. Containment is Not Specified.]
◆ udpSocket : QUdpSocket* Private	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✍ Association (direction: Source -> Destination)	

Source: Public (Class) SenderUDP Target: Private soundStream (Class) ISoundStream

OPERATIONS	
◆ Connect () : ISenderNetwork & Public	

OPERATIONS
Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ error (socketError : QUdpSocket::SocketError) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ run () : void Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Send (packet : Protocol::SoundPacket , prm1 : Sound::EncodedSound) : ISenderNetwork & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ SenderUDP (ip : std::string& , port : quint16 , soundStream : Sound::ISoundStream*) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~SenderUDP () : Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Start () : ISenderNetwork & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Stop () : ISenderNetwork & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

qtNetwork

Class in package 'Network'

qtNetwork
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

Extends INetworkClient, QThread

OUTGOING STRUCTURAL RELATIONSHIPS

↳ Generalization from qtNetwork to INetworkClient

[Direction is 'Source -> Destination'.]

ATTRIBUTES

◆ _on_disconnect : std::function<void()> Private

[Is static False. Containment is Not Specified.]

◆ _onReceived : std::function<void(Protocol::ProtocolData data)> Private

[Is static False. Containment is Not Specified.]

◆ in : QDataStream Private

[Is static False. Containment is Not Specified.]

◆ IP : QString Private

[Is static False. Containment is Not Specified.]

◆ networkSession : QNetworkSession* Private

[Is static False. Containment is Not Specified.]

◆ port : int Private

[Is static False. Containment is Not Specified.]

◆ soc : QTcpSocket* Private

[Is static False. Containment is Not Specified.]

OPERATIONS

◆ Connect () : INetworkClient & Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Connect (ip : std::string& , port : unsigned) : INetworkClient & Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ Listen () : INetworkClient & Public

Properties:

OPERATIONS	
override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ onDisconnect (func : std::function<void()>) : INetworkClient & Public	
Properties:	
override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ onReceived (func : std::function<void(Protocol::ProtocolData)>&) : INetworkClient & Public	
Properties:	
override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ QT_SEND (prm1 : Protocol::ProtocolData) : void Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ qtNetwork () : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
Properties:	
explicit = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ qtNetwork (port : unsigned) : Public	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
Properties:	
override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~qtNetwork () : Public	
Properties:	
override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ run () : void Public	
Properties:	
override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Send (data : Protocol::ProtocolData) : INetworkClient & Public	
Properties:	
override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
<p>◆ sendDataToMain (prm1 : Protocol::ProtocolData) : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ sendThenListen (data : Protocol::ProtocolData) : INetworkClient & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ serverDc () : void Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ Start_Async () : INetworkClient & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◆ Stop_Async () : INetworkClient & Public</p> <p>Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>

ConnectionMode

Enumeration «Enumeration» in package 'Network'

ConnectionMode
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p>◆ TCP : Public = 0 [Is static False. Containment is Not Specified.]</p>
<p>◆ UDP : Public [Is static False. Containment is Not Specified.]</p>

Plugin

Package in package 'Babel Client'

Plugin
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

LINKS TO OTHER PACKAGES	
 Dependency from 'Plugin' Package to 'Controller' Package	Direction: Source -> Destination

Plugin diagram

Class diagram in package 'Plugin'

Plugin
Version 1.0
dimitri created on 11/10/2017. Last modified 11/10/2017



Figure 5: Plugin

IPlugin

Class in package 'Plugin'

IPlugin
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

OPERATIONS	
 execute () : std::vector<struct PluginReturn> Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	

PluginReturn

Class «struct» in package 'Plugin'

PluginReturn
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ data : char* Public [Is static False. Containment is Not Specified.]
◆ plugin_name : std::string Public [Is static False. Containment is Not Specified.]
◆ size : int Public [Is static False. Containment is Not Specified.]
◆ username : std::string Public [Is static False. Containment is Not Specified.]

Protocol

Package in package 'Babel Client'

Protocol
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

Protocol diagram

Class diagram in package 'Protocol'

Protocol
Version 1.0
dimitri created on 11/10/2017. Last modified 11/10/2017



Figure 6: Protocol

AcceptCallAndGivePort

Class «struct» in package 'Protocol'

AcceptCallAndGivePort
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p>◆ port : int Public [Is static False. Containment is Not Specified.]</p>
<p>◆ username : char Public [Is static False. Containment is Not Specified.]</p>

AccountChangeInfo

Class «struct» in package 'Protocol'

AccountChangeInfo
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p>◆ info : UserInfo Public [Is static False. Containment is Not Specified.]</p>

ATTRIBUTES
ASSOCIATIONS
<p> Association (direction: Source -> Destination)</p> <p>Source: Public (Class) AccountChangeInfo «struct»</p> <p>Target: Public info (Class) UserInfo «struct»</p>

AccountChangeMOTD

Class «struct» in package 'Protocol'

AccountChangeMOTD
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p> motd : char Public</p> <p>[Is static False. Containment is Not Specified.]</p>

AccountChangePassword

Class «struct» in package 'Protocol'

#pragma pack(pop)

AccountChangePassword
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p> new_password : char Public</p> <p>[Is static False. Containment is Not Specified.]</p>
<p> password : char Public</p> <p>[Is static False. Containment is Not Specified.]</p>

AccountChangePseudo

Class «struct» in package 'Protocol'

AccountChangePseudo
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ new_pseudo : char Public [Is static False. Containment is Not Specified.]

AccountChangeStatus

Class «struct» in package 'Protocol'

AccountChangeStatus
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ status : Status Public [Is static False. Containment is Not Specified.]

ASSOCIATIONS
✓ Association (direction: Source -> Destination) Source: Public (Class) AccountChangeStatus «struct» Target: Public status (Enumeration) Status «Enumeration»

AccountCreate

Class «struct» in package 'Protocol'

AccountCreate
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ password : char Public [Is static False. Containment is Not Specified.]
◆ username : char Public [Is static False. Containment is Not Specified.]

AccountLogin

Class «struct» in package 'Protocol'

#pragma pack(push, 1)

AccountLogin

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017**ATTRIBUTES**

◆ password : char Public

[Is static False. Containment is Not Specified.]

◆ username : char Public

[Is static False. Containment is Not Specified.]

CallGroup

Class «struct» in package 'Protocol'

CallGroup

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017**ATTRIBUTES**

◆ group_id : int Public

[Is static False. Containment is Not Specified.]

CallUser

Class «struct» in package 'Protocol'

CallUser

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017**ATTRIBUTES**

◆ username : char Public

[Is static False. Containment is Not Specified.]

GroupAddUser

Class «struct» in package 'Protocol'

GroupAddUser

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017**ATTRIBUTES**

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

GroupDelete

Class «struct» in package 'Protocol'

GroupDelete

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ id : int Public

[Is static False. Containment is Not Specified.]

GroupDeleteUser

Class «struct» in package 'Protocol'

GroupDeleteUser

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

GroupInfo

Class «struct» in package 'Protocol'

GroupInfo

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ id : int Public

[Is static False. Containment is Not Specified.]

◆ name : char Public

[Is static False. Containment is Not Specified.]

◆ usernames : char Public

ATTRIBUTES
[Is static False. Containment is Not Specified.]
ASSOCIATIONS
<p> Association (direction: Source -> Destination)</p> <p>Source: Public (Class) SendGroupInfo «struct» Target: Public info (Class) GroupInfo «struct»</p>

GroupRemoved

Class «struct» in package 'Protocol'

GroupRemoved
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
group_id : int Public [Is static False. Containment is Not Specified.]

GroupRename

Class «struct» in package 'Protocol'

GroupRename
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
id : int Public [Is static False. Containment is Not Specified.]
name : char Public [Is static False. Containment is Not Specified.]

GroupCreate

Class «struct» in package 'Protocol'

GroupCreate
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

ATTRIBUTES
<p>◆ username : char Public We add then peoples one by one [Is static False. Containment is Not Specified.]</p>

Message

Class «struct» in package 'Protocol'

Message
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
<p>◆ author : char Public [Is static False. Containment is Not Specified.]</p>
<p>◆ group_id : int Public [Is static False. Containment is Not Specified.]</p>
<p>◆ id : int Public [Is static False. Containment is Not Specified.]</p>
<p>◆ message : char Public [Is static False. Containment is Not Specified.]</p>
<p>◆ modified : bool Public [Is static False. Containment is Not Specified.]</p>
<p>◆ timestamp : int Public [Is static False. Containment is Not Specified.]</p>
<p>◆ user_id_to : char Public [Is static False. Containment is Not Specified.]</p>

ASSOCIATIONS
<p>◆ Association (direction: Source -> Destination) Source: Public (Class) UserHasSentMsg «struct» Target: Public msg (Class) Message «struct»</p>
<p>◆ Association (direction: Source -> Destination)</p>

ASSOCIATIONS	
Source: Public (Class) MsgTo «struct»	Target: Public msg (Class) Message «struct»
Association (direction: Source -> Destination)	
Source: Public (Class) SendHistoryMsg «struct»	Target: Public msgs (Class) Message «struct»

MsgDelete

Class «struct» in package 'Protocol'

MsgDelete
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
id : int Public	[Is static False. Containment is Not Specified.]

MsgGetGroup

Class «struct» in package 'Protocol'

MsgGetGroup
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
from_id : int Public	[Is static False. Containment is Not Specified.]
nb_msg : int Public	[Is static False. Containment is Not Specified.]
username : char Public	[Is static False. Containment is Not Specified.]

Msg GetUser

Class «struct» in package 'Protocol'

Msg GetUser
 Version 1.0 Phase 1.0 Proposed
 dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ from_id : int Public	[Is static False. Containment is Not Specified.]
◆ nb_msg : int Public	[Is static False. Containment is Not Specified.]
◆ username : char Public	[Is static False. Containment is Not Specified.]

MsgTo

Class «struct» in package 'Protocol'

MsgTo

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ msg : Message Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) MsgTo «struct»	Target: Public msg (Class) Message «struct»

PacketHeader

Class «struct» in package 'Protocol'

PacketHeader

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ cmd : char Public	[Is static False. Containment is Not Specified.]
◆ data_size : int Public	[Is static False. Containment is Not Specified.]
◆ error : char Public	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ magiccode : int Public	[Is static False. Containment is Not Specified.]
◆ timestamp : int Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS	
<p>↙ Association (direction: Source -> Destination)</p> <p>Source: Public (Class) ProtocolData «struct»</p>	<p>Target: Public header (Class) PacketHeader «struct»</p>

Plugin

Class «struct» in package 'Protocol'

Plugin
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ description : char Public	[Is static False. Containment is Not Specified.]
◆ name : char Public	[Is static False. Containment is Not Specified.]

PluginMsgToUser

Class «struct» in package 'Protocol'

PluginMsgToUser
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ data : char* Public	[Is static False. Containment is Not Specified.]
◆ pluginName : char Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES

PluginSendMsgToServer

Class «struct» in package 'Protocol'

PluginSendMsgToServer
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ data : char* Public

[Is static False. Containment is Not Specified.]

◆ length : int Public

[Is static False. Containment is Not Specified.]

◆ plugin_name : char Public

[Is static False. Containment is Not Specified.]

ProtocolData

Class «struct» in package 'Protocol'

ProtocolData
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ data : std::string Public

[Is static False. Containment is Not Specified.]

◆ header : PacketHeader Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) ProtocolData «struct»

Target: Public header (Class) PacketHeader «struct»

RejectCall

Class «struct» in package 'Protocol'

RejectCall

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

SendFriendList

Class «struct» in package 'Protocol'

Server To Client

SendFriendList

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ fri : char Public

[Is static False. Containment is Not Specified.]

SendGroupInfo

Class «struct» in package 'Protocol'

SendGroupInfo

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ info : GroupInfo Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

↙ Association (direction: Source -> Destination)

Source: Public (Class) SendGroupInfo «struct»

Target: Public info (Class) GroupInfo «struct»

SendGroupList

Class «struct» in package 'Protocol'

SendGroupList
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ id : int Public

[Is static False. Containment is Not Specified.]

SendHistoryMsg

Class «struct» in package 'Protocol'

SendHistoryMsg
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ msgs : Message Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) SendHistoryMsg «struct»

Target: Public msgs (Class) Message «struct»

SendUserInfo

Class «struct» in package 'Protocol'

SendUserInfo
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ info : UserInfo Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) SendUserInfo «struct»

Target: Public info (Class) UserInfo «struct»

SoundPacket

Class «struct» in package 'Protocol'

SoundPacket
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ magiccode : int Public [Is static False. Containment is Not Specified.]
◆ size : int Public [Is static False. Containment is Not Specified.]
◆ timestamp : int Public [Is static False. Containment is Not Specified.]

UserAcceptContact

Class «struct» in package 'Protocol'

UserAcceptContact
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ username : char Public [Is static False. Containment is Not Specified.]

UserAcceptedCall

Class «struct» in package 'Protocol'

UserAcceptedCall
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ ip : char Public [Is static False. Containment is Not Specified.]
◆ port : int Public [Is static False. Containment is Not Specified.]

ATTRIBUTES

UserAddContact

Class «struct» in package 'Protocol'

UserAddContact
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

UserCallYou

Class «struct» in package 'Protocol'

UserCallYou
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ caller : char Public

[Is static False. Containment is Not Specified.]

◆ ip : char Public

[Is static False. Containment is Not Specified.]

UserDeleteContact

Class «struct» in package 'Protocol'

UserDeleteContact
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

UserDenyContact

Class «struct» in package 'Protocol'

UserDenyContact

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

UserGetInfoOf*Class «struct» in package 'Protocol'*

UserGetInfoOf

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ username : char Public

[Is static False. Containment is Not Specified.]

UserHasAcceptedFriendRequest*Class «struct» in package 'Protocol'*

UserHasAcceptedFriendRequest

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES

◆ info : UserInfo Public

[Is static False. Containment is Not Specified.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) UserHasAcceptedFriendRequest «struct»

Target: Public info (Class) UserInfo «struct»

UserHasChangePseudo*Class «struct» in package 'Protocol'*

UserHasChangePseudo

Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ pseudo : char Public [Is static False. Containment is Not Specified.]
◆ username : char Public [Is static False. Containment is Not Specified.]

UserHasChangeStatus

Class «struct» in package 'Protocol'

UserHasChangeStatus
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ username : char Public [Is static False. Containment is Not Specified.]

UserHasSentFriendRequest

Class «struct» in package 'Protocol'

UserHasSentFriendRequest
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ username : char Public [Is static False. Containment is Not Specified.]

UserHasSentMsg

Class «struct» in package 'Protocol'

UserHasSentMsg
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
◆ msg : Message Public

ATTRIBUTES	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	
Association (direction: Source -> Destination) Source: Public (Class) UserHasSentMsg «struct» Target: Public msg (Class) Message «struct»	

UserInfo

Class «struct» in package 'Protocol'

UserInfo
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
city : char Public	[Is static False. Containment is Not Specified.]
langue : char Public	[Is static False. Containment is Not Specified.]
mail : char Public	[Is static False. Containment is Not Specified.]
motd : char Public	[Is static False. Containment is Not Specified.]
phone : char Public	[Is static False. Containment is Not Specified.]
pseudo : char Public	[Is static False. Containment is Not Specified.]
status : Status Public	[Is static False. Containment is Not Specified.]
username : char Public	[Is static False. Containment is Not Specified.]
ASSOCIATIONS	

ASSOCIATIONS	
✓ Association (direction: Source -> Destination)	
Source: Public (Class) UserInfo «struct»	Target: Public status (Enumeration) Status «Enumeration»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) UserHasAcceptedFriendRequest «struct»	Target: Public info (Class) UserInfo «struct»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) SendUserInfo «struct»	Target: Public info (Class) UserInfo «struct»
✓ Association (direction: Source -> Destination)	
Source: Public (Class) AccountChangeInfo «struct»	Target: Public info (Class) UserInfo «struct»

VideoPacket

Class «struct» in package 'Protocol'

VideoPacket
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ magiccode : int Public	[Is static False. Containment is Not Specified.]
◆ size : int Public	[Is static False. Containment is Not Specified.]
◆ timestamp : int Public	[Is static False. Containment is Not Specified.]
◆ video_data : char* Public	[Is static False. Containment is Not Specified.]

ClientToClient

Enumeration «Enumeration» in package 'Protocol'

ClientToClient
Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ AUDIO : Public = 0	[Is static False. Containment is Not Specified.]
◆ VIDEO : Public = 1	[Is static False. Containment is Not Specified.]

ClientToServer

Enumeration «Enumeration» in package 'Protocol'

ClientToServer

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ ACCOUNT_CREATE : Public = 0	[Is static False. Containment is Not Specified.]
◆ ACCOUNT_LOGIN : Public = 1	[Is static False. Containment is Not Specified.]
◆ ACCOUNT_CHANGE_PASS : Public = 2	[Is static False. Containment is Not Specified.]
◆ ACCOUNT_DELETE : Public = 3	[Is static False. Containment is Not Specified.]
◆ ACCOUNT_CHANGE_PSEUDO : Public = 4	[Is static False. Containment is Not Specified.]
◆ ACCOUNT_CHANGE_STATUS : Public = 5	[Is static False. Containment is Not Specified.]
◆ ACCOUNT_CHANGE_MOTD : Public = 6	[Is static False. Containment is Not Specified.]
◆ ACCOUNT_CHANGE_INFO : Public = 7	[Is static False. Containment is Not Specified.]
◆ USER_GET_ALL_FRIENDS : Public = 20	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ USER_ADD_CONTACT : Public = 21 [Is static False. Containment is Not Specified.]
◆ USER_ACCEPT_CONTACT : Public = 22 [Is static False. Containment is Not Specified.]
◆ USER_DENY_CONTACT : Public = 23 [Is static False. Containment is Not Specified.]
◆ USER_DELETE_CONTACT : Public = 24 [Is static False. Containment is Not Specified.]
◆ USER_GET_INFO_OF : Public = 25 [Is static False. Containment is Not Specified.]
◆ USER_GET_PENDING_INVITES : Public = 26 [Is static False. Containment is Not Specified.]
◆ GROUP_CREATE : Public = 40 [Is static False. Containment is Not Specified.]
◆ GROUP_GET_LIST : Public = 41 [Is static False. Containment is Not Specified.]
◆ GROUP_ADD_USER : Public = 42 [Is static False. Containment is Not Specified.]
◆ GROUP_DELETE_USER : Public = 43 [Is static False. Containment is Not Specified.]
◆ GROUP_RENAME : Public = 44 [Is static False. Containment is Not Specified.]
◆ GROUP_DELETE : Public = 45 [Is static False. Containment is Not Specified.]
◆ GROUP_INFO : Public = 46 [Is static False. Containment is Not Specified.]
◆ MSG_GET_USER : Public = 60 [Is static False. Containment is Not Specified.]

ATTRIBUTES
MSG_GET_GROUP : Public = 61 [Is static False. Containment is Not Specified.]
MSG_DELETE : Public = 62 [Is static False. Containment is Not Specified.]
MSG_TO : Public = 63 [Is static False. Containment is Not Specified.]
CALL_USER : Public = 80 [Is static False. Containment is Not Specified.]
CALL_GROUP : Public = 81 [Is static False. Containment is Not Specified.]
CALL_HANG : Public = 82 [Is static False. Containment is Not Specified.]
CALL_ACCEPT : Public = 83 [Is static False. Containment is Not Specified.]
CALL_DENY : Public = 84 [Is static False. Containment is Not Specified.]
PLUGIN_SEND_MSG_TO_SERVER : Public = 100 [Is static False. Containment is Not Specified.]

ErrorCodes

Enumeration «Enumeration» in package 'Protocol'

ErrorCodes
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES
OK : Public = 0 [Is static False. Containment is Not Specified.]
INCORRECT_LOGIN_OR_PASSWORD_FORMAT : Public = 1 [Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ BAD_PASSWORD_OR_LOGIN : Public = 2 [Is static False. Containment is Not Specified.]
◆ USER_ALREADY_EXIST : Public = 20 [Is static False. Containment is Not Specified.]
◆ USER_DONT_EXIST : Public = 21 [Is static False. Containment is Not Specified.]
◆ USER_OFFLINE : Public = 22 [Is static False. Containment is Not Specified.]
◆ USER_ALREADY_IN_GROUP : Public = 23 [Is static False. Containment is Not Specified.]
◆ USER_ALREADY_YOUR_FRIEND : Public = 24 [Is static False. Containment is Not Specified.]
◆ USER_REJECTED_CALL : Public = 25 [Is static False. Containment is Not Specified.]
◆ GROUP_DONT_EXIST : Public = 40 [Is static False. Containment is Not Specified.]
◆ MESSAGE_DONT_EXIST : Public = 60 [Is static False. Containment is Not Specified.]
◆ CANT_MESSAGE_YOURSELF : Public = 61 [Is static False. Containment is Not Specified.]
◆ CANT MODIFY_ANOTHER_USER_MESSAGE : Public = 62 [Is static False. Containment is Not Specified.]
◆ CANT_CALL_YOURSELF : Public = 80 [Is static False. Containment is Not Specified.]
◆ USER_ALREADY_IN_CALL : Public = 81 [Is static False. Containment is Not Specified.]
◆ UNKNOWN_ERROR : Public = 100 [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ BAD_COMMAND : Public = 101	[Is static False. Containment is Not Specified.]

ServerToClient

Enumeration «Enumeration» in package 'Protocol'

ServerToClient
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ USER_CALL_YOU : Public = 0	[Is static False. Containment is Not Specified.]
◆ USER_ACCEPTED_CALL : Public = 1	[Is static False. Containment is Not Specified.]
◆ USER_HANGED_CALL : Public = 3	[Is static False. Containment is Not Specified.]
◆ USER_SEND_MSG : Public = 4	[Is static False. Containment is Not Specified.]
◆ USER_HAS_SENT_FRIEND_REQUEST : Public = 5	[Is static False. Containment is Not Specified.]
◆ USER_HAS_ACCEPTED_FRIEND : Public = 6	[Is static False. Containment is Not Specified.]
◆ USER_HAS_CHANGE_STATUS : Public = 7	[Is static False. Containment is Not Specified.]
◆ USER_HAS_CHANGE_PSEUDO : Public = 8	[Is static False. Containment is Not Specified.]
◆ SEND_USER_LIST : Public = 20	[Is static False. Containment is Not Specified.]
◆ SEND_USER_INFO : Public = 21	[Is static False. Containment is Not Specified.]
◆ SEND_GROUP_INFO : Public = 22	

ATTRIBUTES	
	[Is static False. Containment is Not Specified.]
◆ SEND_GROUP_LIST : Public = 23	[Is static False. Containment is Not Specified.]
◆ SEND_HISTORY_MSG : Public = 24	[Is static False. Containment is Not Specified.]
◆ GROUP_DELETED : Public = 40	[Is static False. Containment is Not Specified.]
◆ PLUGIN_MSG : Public = 60	[Is static False. Containment is Not Specified.]
◆ ERROR : Public = 80	[Is static False. Containment is Not Specified.]

Status

Enumeration «Enumeration» in package 'Protocol'

Status	Version 1.0 Phase 1.0 Proposed
	dimitri created on 11/10/2017. Last modified 11/10/2017

ATTRIBUTES	
◆ DISCONNECTED : Public = 0	[Is static False. Containment is Not Specified.]
◆ CONNECTED : Public	[Is static False. Containment is Not Specified.]
◆ BUSY : Public	[Is static False. Containment is Not Specified.]
◆ DONT_BOTHER : Public	[Is static False. Containment is Not Specified.]
◆ INVISIBLE : Public	[Is static False. Containment is Not Specified.]

ASSOCIATIONS

ASSOCIATIONS	
<p>✓ Association (direction: Source -> Destination)</p> <p>Source: Public (Class) UserInfo «struct»</p>	<p>Target: Public status (Enumeration) Status «Enumeration»</p>
<p>✓ Association (direction: Source -> Destination)</p> <p>Source: Public (Class) UserInfo «struct»</p>	<p>Target: Public status (Enumeration) Status «Enumeration»</p>
<p>✓ Association (direction: Source -> Destination)</p> <p>Source: Public (Class) AccountChangeStatus «struct»</p>	<p>Target: Public status (Enumeration) Status «Enumeration»</p>

Sound

Package in package 'Babel Client'

Sound
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

Sound diagram

Class diagram in package 'Sound'

Sound
Version 1.0
dimitri created on 11/10/2017. Last modified 11/10/2017

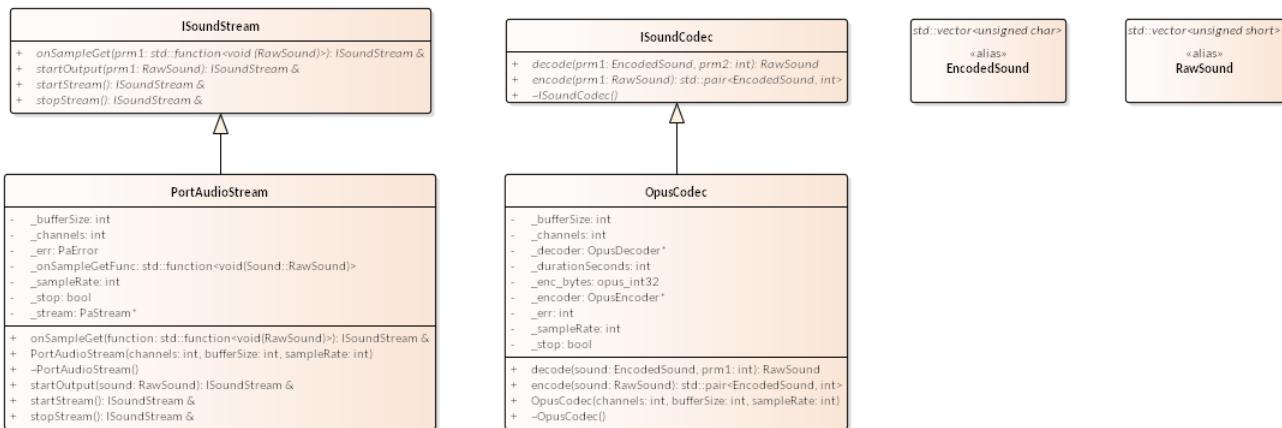


Figure 7: Sound

EncodedSound

Class «alias» in package 'Sound'

EncodedSound
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends std::vector<unsigned char>

ISoundCodec

Class in package 'Sound'

ISoundCodec
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS

INCOMING STRUCTURAL RELATIONSHIPS
➡ Generalization from OpusCodec to ISoundCodec [Direction is 'Source -> Destination'.]

ASSOCIATIONS
✍ Association (direction: Source -> Destination) Source: Public (Class) ClientCore Target: Private _codec (Class) ISoundCodec

OPERATIONS
◆ decode (prm1 : EncodedSound , prm2 : int) : RawSound Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ encode (prm1 : RawSound) : std::pair<EncodedSound, int> Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ ~ISoundCodec () : Public Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

ISoundStream

Class in package 'Sound'

ISoundStream
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS
➡ Generalization from PortAudioStream to ISoundStream [Direction is 'Source -> Destination'.]

ASSOCIATIONS
✍ Association (direction: Source -> Destination) Source: Public (Class) ClientCore Target: Private _streamer (Class) ISoundStream
✍ Association (direction: Source -> Destination) Source: Public (Class) SenderUDP Target: Private soundStream (Class) ISoundStream

OPERATIONS
◆ onSampleGet (prm1 : std::function<void (RawSound)>) : ISoundStream & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ startOutput (prm1 : RawSound) : ISoundStream & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ startStream () : ISoundStream & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ stopStream () : ISoundStream & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

OpusCodec

Class in package 'Sound'

OpusCodec
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends ISoundCodec

OUTGOING STRUCTURAL RELATIONSHIPS
↳ Generalization from OpusCodec to ISoundCodec [Direction is 'Source -> Destination'.]

ATTRIBUTES
◆ _bufferSize : int Private [Is static False. Containment is Not Specified.]
◆ _channels : int Private [Is static False. Containment is Not Specified.]
◆ _decoder : OpusDecoder* Private [Is static False. Containment is Not Specified.]
◆ _durationSeconds : int Private [Is static False. Containment is Not Specified.]
◆ _enc_bytes : opus_int32 Private [Is static False. Containment is Not Specified.]

ATTRIBUTES	
◆ _encoder : OpusEncoder*	Private [Is static False. Containment is Not Specified.]
◆ _err : int	Private [Is static False. Containment is Not Specified.]
◆ _sampleRate : int	Private [Is static False. Containment is Not Specified.]
◆ _stop : bool	Private [Is static False. Containment is Not Specified.]

OPERATIONS	
◆ decode (sound : EncodedSound , prm1 : int)	: RawSound Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ encode (sound : RawSound)	: std::pair<EncodedSound, int> Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ OpusCodec (channels : int , bufferSize : int , sampleRate : int)	: Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~OpusCodec ()	: Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

PortAudioStream

Class in package 'Sound'

PortAudioStream
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends ISoundStream

OUTGOING STRUCTURAL RELATIONSHIPS

OUTGOING STRUCTURAL RELATIONSHIPS	
Generalization from PortAudioStream to ISoundStream [Direction is 'Source -> Destination'.]	
ATTRIBUTES	
_bufferSize : int Private [Is static False. Containment is Not Specified.]	
_channels : int Private [Is static False. Containment is Not Specified.]	
_err : PaError Private [Is static False. Containment is Not Specified.]	
_onSampleGetFunc : std::function<void(Sound::RawSound)> Private [Is static False. Containment is Not Specified.]	
_sampleRate : int Private [Is static False. Containment is Not Specified.]	
_stop : bool Private [Is static False. Containment is Not Specified.]	
_stream : PaStream* Private [Is static False. Containment is Not Specified.]	
OPERATIONS	
onSampleGet (function : std::function<void(RawSound)>) : ISoundStream & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
PortAudioStream (channels : int , bufferSize : int , sampleRate : int) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
~PortAudioStream () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]	
startOutput (sound : RawSound) : ISoundStream & Public Properties: override = true	

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
<p>◊ startStream () : ISoundStream & Public</p> <p>Properties: override = true</p> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>
<p>◊ stopStream () : ISoundStream & Public</p> <p>Properties: override = true</p> <p>[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]</p>

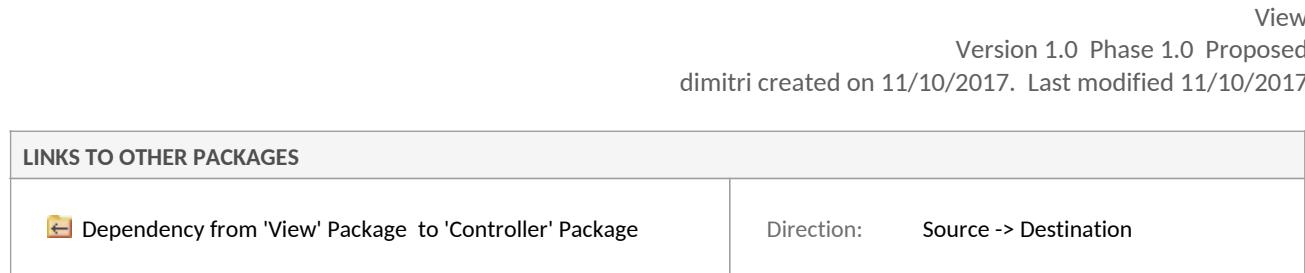
RawSound

Class «alias» in package 'Sound'

RawSound
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends std::vector<unsigned short>

View

Package in package 'Babel Client'



View diagram

Class diagram in package 'View'

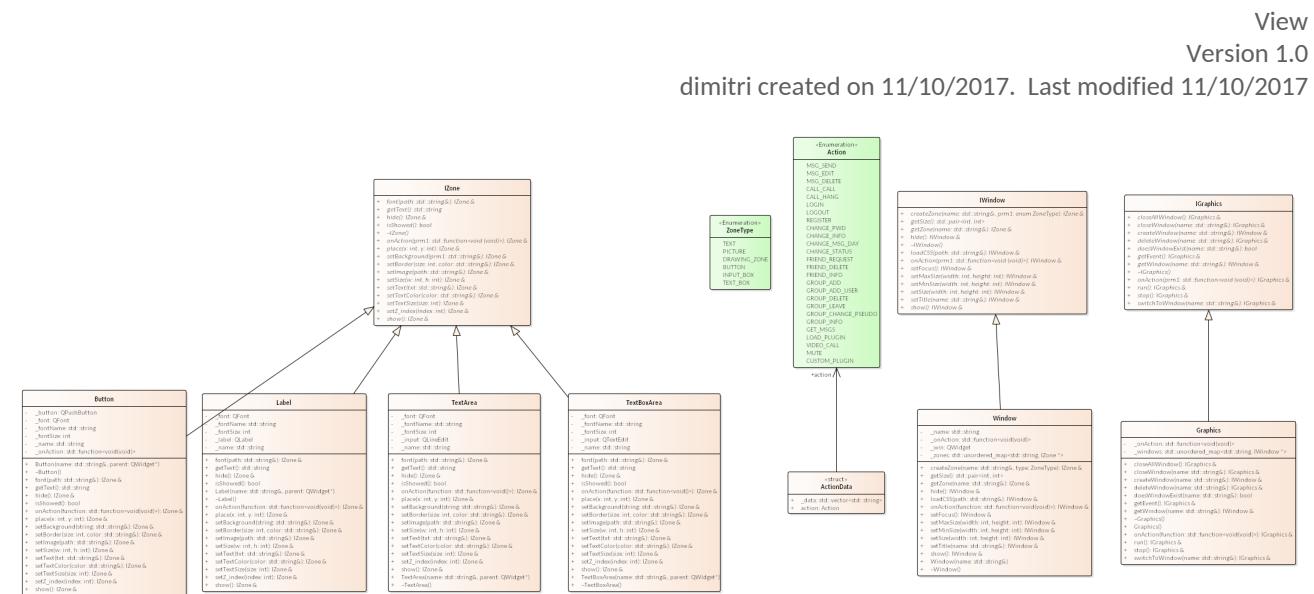


Figure 8: View

ActionData

Class «struct» in package 'View'



ATTRIBUTES	
◆ _data : std::vector<std::string>	Public [Is static False. Containment is Not Specified.]
◆ action : Action	Public [Is static False. Containment is Not Specified.]

ATTRIBUTES
ASSOCIATIONS
<p> Association (direction: Source -> Destination)</p> <p>Source: Public (Class) ActionData «struct»</p> <p>Target: Public action (Enumeration) Action «Enumeration»</p>

Button

Class in package 'View'

Button
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends IZone

OUTGOING STRUCTURAL RELATIONSHIPS
<p> Generalization from Button to IZone</p> <p>[Direction is 'Source -> Destination'.]</p>

ATTRIBUTES
<p> _button : QPushButton Private</p> <p>[Is static False. Containment is Not Specified.]</p>
<p> _font : QFont Private</p> <p>[Is static False. Containment is Not Specified.]</p>
<p> _fontName : std::string Private</p> <p>[Is static False. Containment is Not Specified.]</p>
<p> _fontSize : int Private</p> <p>[Is static False. Containment is Not Specified.]</p>
<p> _name : std::string Private</p> <p>[Is static False. Containment is Not Specified.]</p>
<p> _onAction : std::function<void(void)> Private</p> <p>[Is static False. Containment is Not Specified.]</p>

OPERATIONS
<p> Button (name : std::string& , parent : QWidget*) : Public</p>

OPERATIONS
[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~Button () : Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ font (path : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getText () : std::string Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ hide () : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ isShowed () : bool Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ onAction (function : std::function<void(void)>) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ place (x : int, y : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackground (string : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setBorder (size : int , color : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setImage (path : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSize (w : int , h : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setText (txt : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextColor (color : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextSize (size : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setZ_index (index : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ show () : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Graphics

Class in package 'View'

Graphics
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends IGraphics

OUTGOING STRUCTURAL RELATIONSHIPS

↳ Generalization from Graphics to IGraphics

[Direction is 'Source -> Destination'.]

ATTRIBUTES

◆ _onAction : std::function<void(void)> Private

[Is static False. Containment is Not Specified.]

◆ _windows : std::unordered_map<std::string, IWindow *> Private

QApplication _app;

[Is static False. Containment is Not Specified.]

OPERATIONS

◆ closeAllWindow () : IGraphics & Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ closeWindow (name : std::string&) : IGraphics & Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ createWindow (name : std::string&) : IWindow & Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ deleteWindow (name : std::string&) : IGraphics & Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ doesWindowExist (name : std::string&) : bool Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getEvent () : IGraphics & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getWindow (name : std::string&) : IWindow & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~Graphics () : Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Graphics () : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ onAction (function : std::function<void(void)>) : IGraphics & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ run () : IGraphics & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ stop () : IGraphics & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ switchToWindow (name : std::string&) : IGraphics & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS**IGraphics**

Class in package 'View'

IGraphics

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS

⇒ Generalization from Graphics to IGraphics

[Direction is 'Source -> Destination'.]

ASSOCIATIONS

✍ Association (direction: Source -> Destination)

Source: Public (Class) ClientCore

Target: Private _graphics (Class) IGraphics

OPERATIONS

◊ closeAllWindows () : IGraphics & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◊ closeWindow (name : std::string&) : IGraphics & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◊ createWindow (name : std::string&) : IWindow & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◊ deleteWindow (name : std::string&) : IGraphics & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◊ doesWindowExist (name : std::string&) : bool Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◊ getEvent () : IGraphics & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◊ getWindow (name : std::string&) : IWindow & Public

[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

◊ ~IGraphics () : Public

OPERATIONS
Properties: bodyLocation = classDec [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ onAction (prm1 : std::function<void (void)>) : IGraphics & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ run () : IGraphics & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ stop () : IGraphics & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ switchToWindow (name : std::string&) : IGraphics & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

IWindow

Class in package 'View'

IWindow

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS
⇒ Generalization from Window to IWindow [Direction is 'Source -> Destination'.]
OPERATIONS
◆ createZone (name : std::string& , prm1 : enum ZoneType) : IZone & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ getSize () : std::pair<int, int> Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ getZone (name : std::string&) : IZone & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ hide () : IWindow & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆ ~IWindow () : Public	
Properties:	
bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ loadCSS (path : std::string&) : IWindow & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ onAction (prm1 : std::function<void (void)>) : IWindow & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setFocus () : IWindow & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setMaxSize (width : int , height : int) : IWindow & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setMinSize (width : int , height : int) : IWindow & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setSize (width : int , height : int) : IWindow & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setTitle (name : std::string&) : IWindow & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ show () : IWindow & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

IZone

Class in package 'View'

IZone
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017

INCOMING STRUCTURAL RELATIONSHIPS	
⇒ Generalization from TextBoxArea to IZone	[Direction is 'Source -> Destination'.]

INCOMING STRUCTURAL RELATIONSHIPS	
⇒ Generalization from TextArea to IZone	[Direction is 'Source -> Destination'.]
⇒ Generalization from Button to IZone	[Direction is 'Source -> Destination'.]
⇒ Generalization from Label to IZone	[Direction is 'Source -> Destination'.]
OPERATIONS	
◆ font (path : std::string&) : IZone & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ getText () : std::string Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ hide () : IZone & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ isShowed () : bool Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ ~IZone () : Public Properties: bodyLocation = classDec	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ onAction (prm1 : std::function<void (void)>) : IZone & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ place (x : int , y : int) : IZone & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setBackground (prm1 : std::string&) : IZone & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setBorder (size : int , color : std::string&) : IZone & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setImage (path : std::string&) : IZone & Public	[Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setSize (w : int , h : int) : IZone & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setText (txt : std::string&) : IZone & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setTextColor (color : std::string&) : IZone & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setTextSize (size : int) : IZone & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ setZ_index (index : int) : IZone & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]
◆ show () : IZone & Public [Is static False. Is abstract True. Is return array False. Is query False. Is synchronized False.]

Label

Class in package 'View'

Label
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends IZone

OUTGOING STRUCTURAL RELATIONSHIPS
↳ Generalization from Label to IZone [Direction is 'Source -> Destination'.]
ATTRIBUTES
◆ _font : QFont Private [Is static False. Containment is Not Specified.]
◆ _fontName : std::string Private [Is static False. Containment is Not Specified.]
◆ _fontSize : int Private [Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ _label : QLabel Private [Is static False. Containment is Not Specified.]
◆ _name : std::string Private [Is static False. Containment is Not Specified.]
OPERATIONS
◆ font (path : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ getText () : std::string Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ hide () : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ isShowed () : bool Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ Label (name : std::string& , parent : QWidget*) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~Label () : Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ onAction (function : std::function<void(void)>) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ place (x : int , y : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackground (string : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBorder (size : int , color : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setImage (path : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSize (w : int , h : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setText (txt : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextColor (color : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextSize (size : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setZ_index (index : int) : IZone & Public

OPERATIONS	
Properties:	
override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ show () : IZone & Public	
Properties:	
override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

TextArea

Class in package 'View'

TextArea

Version 1.0 Phase 1.0 Proposed

dimitri created on 11/10/2017. Last modified 11/10/2017

Extends IZone

OUTGOING STRUCTURAL RELATIONSHIPS	
↳ Generalization from TextArea to IZone	[Direction is 'Source -> Destination'.]

ATTRIBUTES	
◆ _font : QFont Private	[Is static False. Containment is Not Specified.]
◆ _fontName : std::string Private	[Is static False. Containment is Not Specified.]
◆ _fontSize : int Private	[Is static False. Containment is Not Specified.]
◆ _input : QLineEdit Private	[Is static False. Containment is Not Specified.]
◆ _name : std::string Private	[Is static False. Containment is Not Specified.]

OPERATIONS	
◆ font (path : std::string&) : IZone & Public	
Properties:	

OPERATIONS	
<code>override = true</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>getText () : std::string Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>hide () : IZone & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>isShowed () : bool Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>onAction (function : std::function<void()>) : IZone & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>place (x : int , y : int) : IZone & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>setBackground (string : std::string&) : IZone & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>setBorder (size : int , color : std::string&) : IZone & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>setImage (path : std::string&) : IZone & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ setSize (w : int , h : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setText (txt : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextColor (color : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextSize (size : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setZ_index (index : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ show () : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ TextArea (name : std::string& , parent : QWidget*) : Public [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~TextArea () : Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

TextBoxArea

Class in package 'View'

TextBoxArea
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends IZone

OUTGOING STRUCTURAL RELATIONSHIPS

↳ Generalization from TextBoxArea to IZone

[Direction is 'Source -> Destination'.]

ATTRIBUTES

◆ _font : QFont Private

[Is static False. Containment is Not Specified.]

◆ _fontName : std::string Private

[Is static False. Containment is Not Specified.]

◆ _fontSize : int Private

[Is static False. Containment is Not Specified.]

◆ _input : QTextEdit Private

[Is static False. Containment is Not Specified.]

◆ _name : std::string Private

[Is static False. Containment is Not Specified.]

OPERATIONS

◆ font (path : std::string&) : IZone & Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ getText () : std::string Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

◆ hide () : IZone & Public

Properties:

override = true

[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS
◆ isShowed () : bool Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ onAction (function : std::function<void()>) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ place (x : int , y : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBackground (string : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setBorder (size : int , color : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setImage (path : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setSize (w : int , h : int) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setText (txt : std::string&) : IZone & Public Properties: override = true [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

OPERATIONS	
◆ setTextColor (color : std::string&) : IZone & Public	
Properties: override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setTextSize (size : int) : IZone & Public	
Properties: override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ setZ_index (index : int) : IZone & Public	
Properties: override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ show () : IZone & Public	
Properties: override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ TextBoxArea (name : std::string& , parent : QWidget*) : Public	
	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ ~TextBoxArea () : Public	
Properties: override = true	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Window

Class in package 'View'

Window
Version 1.0 Phase 1.0 Proposed
dimitri created on 11/10/2017. Last modified 11/10/2017
Extends IWindow

OUTGOING STRUCTURAL RELATIONSHIPS	
↳ Generalization from Window to IWindow	[Direction is 'Source -> Destination'.]
ATTRIBUTES	

ATTRIBUTES
◆ <code>_name : std::string</code> Private [Is static False. Containment is Not Specified.]
◆ <code>_onAction : std::function<void(void)></code> Private [Is static False. Containment is Not Specified.]
◆ <code>_win : QWidget</code> Private [Is static False. Containment is Not Specified.]
◆ <code>_zones : std::unordered_map<std::string, IZone *></code> Private [Is static False. Containment is Not Specified.]

OPERATIONS
◆ <code>createZone (name : std::string&, type : ZoneType) : IZone</code> & Public Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ <code>getSize () : std::pair<int, int></code> Public Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ <code>getZone (name : std::string&) : IZone</code> & Public Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ <code>hide ()</code> : IWindow & Public Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ <code>loadCSS (path : std::string&)</code> : IWindow & Public Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
◆ <code>onAction (function : std::function<void(void)>)</code> : IWindow & Public Properties:

OPERATIONS	
<code>override = true</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>setFocus () : IWindow & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>setMaxSize (width : int , height : int) : IWindow & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>setMinSize (width : int , height : int) : IWindow & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>setSize (width : int , height : int) : IWindow & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>setTitle (name : std::string&) : IWindow & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>show () : IWindow & Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>Window (name : std::string&) : Public</code>	[Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]
 <code>~Window () : Public</code>	Properties: <code>override = true</code> [Is static False. Is abstract False. Is return array False. Is query False. Is synchronized False.]

Action

Enumeration «Enumeration» in package 'View'

Action
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ATTRIBUTES	
◆ MSG_SEND : Public	[Is static False. Containment is Not Specified.]
◆ MSG_EDIT : Public	[Is static False. Containment is Not Specified.]
◆ MSG_DELETE : Public	[Is static False. Containment is Not Specified.]
◆ CALL_CALL : Public	[Is static False. Containment is Not Specified.]
◆ CALL_HANG : Public	[Is static False. Containment is Not Specified.]
◆ LOGIN : Public	[Is static False. Containment is Not Specified.]
◆ LOGOUT : Public	[Is static False. Containment is Not Specified.]
◆ REGISTER : Public	[Is static False. Containment is Not Specified.]
◆ CHANGE_PWD : Public	[Is static False. Containment is Not Specified.]
◆ CHANGE_INFO : Public	[Is static False. Containment is Not Specified.]
◆ CHANGE_MSG_DAY : Public	[Is static False. Containment is Not Specified.]
◆ CHANGE_STATUS : Public	[Is static False. Containment is Not Specified.]

ATTRIBUTES
◆ FRIEND_REQUEST : Public [Is static False. Containment is Not Specified.]
◆ FRIEND_DELETE : Public [Is static False. Containment is Not Specified.]
◆ FRIEND_INFO : Public [Is static False. Containment is Not Specified.]
◆ GROUP_ADD : Public [Is static False. Containment is Not Specified.]
◆ GROUP_ADD_USER : Public [Is static False. Containment is Not Specified.]
◆ GROUP_DELETE : Public [Is static False. Containment is Not Specified.]
◆ GROUP_LEAVE : Public [Is static False. Containment is Not Specified.]
◆ GROUP_CHANGE_PSEUDO : Public [Is static False. Containment is Not Specified.]
◆ GROUP_INFO : Public [Is static False. Containment is Not Specified.]
◆ GET_MSGS : Public [Is static False. Containment is Not Specified.]
◆ LOAD_PLUGIN : Public [Is static False. Containment is Not Specified.]
◆ VIDEO_CALL : Public [Is static False. Containment is Not Specified.]
◆ MUTE : Public [Is static False. Containment is Not Specified.]
◆ CUSTOM_PLUGIN : Public [Is static False. Containment is Not Specified.]

ASSOCIATIONS
<p>✍ Association (direction: Source -> Destination)</p> <p>Source: Public (Class) ActionData «struct»</p> <p>Target: Public action (Enumeration) Action «Enumeration»</p>

ZoneType

Enumeration «Enumeration» in package 'View'

ZoneType

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ATTRIBUTES
<p>◆ TEXT : Public</p> <p>[Is static False. Containment is Not Specified.]</p>
<p>◆ PICTURE : Public</p> <p>[Is static False. Containment is Not Specified.]</p>
<p>◆ DRAWING_ZONE : Public</p> <p>[Is static False. Containment is Not Specified.]</p>
<p>◆ BUTTON : Public</p> <p>[Is static False. Containment is Not Specified.]</p>
<p>◆ INPUT_BOX : Public</p> <p>[Is static False. Containment is Not Specified.]</p>
<p>◆ TEXT_BOX : Public</p> <p>[Is static False. Containment is Not Specified.]</p>