ServerMain

+ main(String[] args):void

Server

- clients:List<Client>

+ setUpNetworking():void

ClientMain

- reader:BufferedReader
- writer:PrintWriter
- ta:TextArea

+ main(String[] args):void
+ start(primaryStage:Stage):void
- setUpNetworking():void

ClientHandler

- client:Client
- reader:BufferedReader
- writer:ClientObserver

+ ClientHandler(clientSocket:Socket)
+ run():void

IncomingReader

+ run():void

Client

- reader:BufferedReader
- writer:ClientObserver
- clientName:String
- plainName:String
- age:int
- number:Long

+ Client(reader:BufferedReader
        writer:ClientObserver)
+ setName():void
+ getName():String
+ privateChat(message:String
        clients:List<Client>):void
+ setProfile(message:String):void
+ viewProfiles(message:String
        clients:List<Client>):void
+ quit():void