



1. A listener will collect all incoming user requests.
2. New users will be registered in the user registry.
  - 2a) Every user, that was registered this way owns a socket for outgoing messages.
3. Several listeners will collect & parse all incoming messages.
4. For every unknown target/source a new user will be registered.
  - 4a) Every user, that was registered this way will store messages internally until a socket is open.
5. Every listener will order & store the messages in his own queue (in MessageQueue)
6. A HardWorkingProcess will distribute all messages to OutputQueues.
7. Severall listeners will collect messages from their own queue (in MessageQueue)
8. Follow/Unfollow operations will be performed and the message will be send out or stored
9. If a socket for this user was open, the message was send out.

#### Command Line Options:

-mct n

Number of threads in SourceListener

-slt n

Number of threads in MessageCollector

-uport n

Port for user requests

-eport n

Port for event messages