

User
+ Username: String
+ G_id: int
+ Send(String, String): boolean

ChatRoom
+ logged: User
+ url: String
+ msgList: List<Message>
+ usersList: List<User>
+ gui: Gui
+ log: log4net.ILog
+ MessageHandler : MessageHandler
+ UserHandler : UserHandler
+ Start(Gui, log4net.ILog): void
+ FirstMenu() : void
+ Register(): void
+ Login(): void
+ Logged(): void
+ Retrieve(): void
+ Display(int): void
+ DisplayAll(int): void
+ Send(string): int
+ Logout(): void
+ Exit(): void

Message
+ GUID: Guid
+ time: DateTime
+ body: String
+ user: User
+ toString: String
+ Save(): void
+ ToString(): String

implements

«interface» Imessage
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Gui
+ Start(): int
+ WrongFirstMenu() : void
+ FirstMenu() : String
+ LoginMenu(): List<String>
+ LoggedMenu(): void
WrongLoggedMenu() : void
+ RegisterMenu():LinkedList<String>
+ NoSuchUsername() : void
+ExistUsername() : void
+Registered(String): void
+Send(): String
+DisplayAll(): LinkedList<String>
+DisplayMsg(String): void
+MessageLimit():void

UserHandler
- users: List<User>
- filePath: String
- GetList(): List<User>
+ SaveNew(User): void
- retriveAll(): List<User>
+ getAll(): List<User>
+ load(): List<User>

MessageHandler
- Messages: List<Message>
- filePath: String
- GetList(): List<Message>
+ SaveNew(Message): void
- retriveAll(): List<Message>
+ getAll(): List<Message>
+ load(): List<Message>