SetNetwork

Use Case ChatAppClient

| Main Path: | Alternative Path: |
| --- | --- |
| 1. The client has called the network’s go method |  |
| 1. A socket is gotten from the server | 2.1 The GUI has a button that will check the server to see if it is up and gets the socket |
| 1. The server is set to online |  |
| 1. Writes to server shell to create a regular account with the name | 3.1 Writes to server shell to create an admin account with the name |
| 1. The server handler takes over from here, executed in the thread pool |  |
| 1. The network is ready to be used |  |