Multi-threaded Dictionary Server UML Sequence Diagram

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Actor → ClientWindow: Open GUI

ClientWindow ⇢ Actor: Show connection window

Actor → ClientWindow: Enter IP and port

ClientWindow → Client: Client(IP, port)

Client → Server: Socket(IP, port)

Alternative

[If connection is established]

Actor → ClientWindow: Query, add, remove, update

ClientWindow → Client: action(command, word, meaning)

Client → Server: writeUTF(outputStream)

Server ⇢ Client: writeUTF(outputStream)

Client ⇢ ClientWindow: readValue(dataInputStream)

ClientWindow ⇢ Actor: Show results and any errors

[Else]

Client ⇢ ClientWindow: Throw exception

ClientWindow ⇢ Actor: Show message diaglog