

Room

- m_Timer
- m_UserList
- m_MessageQueue
- m_RoomName

- + Room()
- + ~Room()
- + AddUser()
- + RemoveUser()
- + SaveMessage()
- + SetRoomName()
- + IsEmpty()
- + Clear()
- + GetRoomName()
- + GetUserList()
- + GetMessageQueue()
- OnTimer()