cd Client_Logic

client.Gui2Client_Communication

Gui2Client_Communication
- Attribute
- Vorgänge

is access all type (ClientPtr)

«Schnittstelle» Client
- Attribute
- Vorgänge
  - + disconnectUser(this : in out Client, username : in Unbounded_String, message : in Unbounded_String)
  - + initializeGUI(this : in out Client, ptr : in Client2Gui_Communication.GUIPtr)
  - + initializeSocket(this : in out Client, serverAdress : in Unbounded_String, serverPort : in Port_Type)
  - + inviteToGroupChat(this : in out Client, username : in Unbounded_String, receiver : in Integer, participant : in Unbounded_String)
  - + loginUser(this : in out Client, username : in Unbounded_String, password : in Unbounded_String)
  - + registerUser(this : in out Client, username : in Unbounded_String, password : in Unbounded_String)
  - + requestChat(this : in out Client, username : in Unbounded_String, participant : in Unbounded_String)
  - + sendMessageToChat(this : in out Client, receiver : in Integer, username : in Unbounded_String, message : in Unbounded_String)

client.Concrete_Client_Logic

Concrete_Client_Logic
- Attribute
  - - address : Sock_Addr_Type
  - - channel : Stream_Access
  - - client : Socket_Type
  - - serverId : constant Integer
- Vorgänge

Server_Listener_Task
- Attribute
- Vorgänge
  - + entry | start()

is access all type type (ConcretePtr)

chatRoomIds : Hashed_Sets(Natural)

chatRoomUsers : Hashed_Map(Natural -> Client2Gui_Communication.Userlist.Set)

Concrete_Client
- Attribute
  - - ChatRoomIdSet : ChatRoomId.Set
  - - chatRoomParticipants : ChatRoomUsers.Map
  - - gui : GUIPtr
  - - serverRoomId : Integer
  - - socket : Socket_Type
  - - usersOffline : Userlist.Set
  - - usersOnline : Userlist.Set
- Vorgänge
  - - connectToServer(this : in out Concrete_Client, userName : in Unbounded_String, password : in Unbounded_String)
  - - disconnectFromServer(this : in out Concrete_Client, userName : in Unbounded_String, msg : in Unbounded_String)
  - - leaveChatroom(this : in out Concrete_Client, userName : in Unbounded_String, id_Receiver : in Integer, message : in Unbounded_String)
  - - processMessageObject(this : in out Concrete_Client, msgObject : in MessageObject)
  - - readFromServer(this : in out Concrete_Client, serverSocket : in Socket_Type)
  - - registerAtServer(this : in out Concrete_Client, username : in Unbounded_String, password : in Unbounded_String)
  - - requestChatroom(this : in out Concrete_Client, userName : in Unbounded_String, id_Receiver : in Integer, participant : in Unbounded_String)
  - - sendMessageObject(this : in out Concrete_Client, username : in Unbounded_Stringid_Receiver : in Integer, msgObject : in MessageObject)
  - - sendTextMessage(this : in out Concrete_Client, username : in Unbounded_String, id_Receiver : in Integer, msg : in Unbounded_String)

client.Client2Gui_Communication

Client2Gui_Communication
- Attribute
- Vorgänge

Userlist : Hased_Set(Unbounded_String)

«Schnittstelle» GUI
- Attribute
- Vorgänge
  - + contactRemove(this : in out GUI, username : in Unbounded_String)
  - + contactRequest(this : in out GUI, username : in Unbounded_String)
  - + disconnectReason(this : in out GUI, status : in Unbounded_String)
  - + initClientUI(this : in out GUI, client_instance : ClientPtr)
  - + loginSuccess(This : in out GUI)
  - + refusedMessage(this : in out GUI, reason : in Unbounded_String)
  - + setOfflineUser(this : in out GUI, users : in Userlist.Set)
  - + setOnlineUser(this : in out GUI, users : in Userlist.Set)
  - + showChatMessages(This : in out GUI, message : in MessageObject)
  - + showChatParticipants(this : in out GUI, chatroom : in Natural, participants : in Userlist.Set)
  - + updateChatRoomId(this : in out GUI, chatId : in Natural, name : in Unbounded_String()

is access all type (GUIPtr)

GUI 1

Concrete_Client 1

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