Create for each client

Server.py

- history: list(username: String, message: Message

- active_users: dictionary(username: String, client: ClientHandler)

ThreadedTCPServer(ThreadingMIxIn, TCPServer)

Create for each client on connection

ClientHandler(BaseRequestHandler)

- ipv4: String
- port: int
- connection:connection

+ handle(): void
+ close(): void
+ send(payload: json-obj): void

Message coming in from client (see class diagram)

Messagereciever(Thread)

+ field:run():void

+ field: init(client, connection):void

Payload sent to parser (see client class diagram)