

C ObjectStreamInputCallable	
LOGGER	Logger
ois	ObjectInputStream
USERNAME	String
connectionClosed	boolean
call()	Object
kickUser()	void

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C ClientConnectionHandler	
LOGGER	Logger
SERVER_PORT	int
INPUT_QUEUE_LENGTH	int
SUPPORTED_USERS	int
serverSocket	ServerSocket
userConnectionsMap	HashMap<String, Socket>
userInputThreadFutureMap	HashMap<String, Future>
userObjectOutputStreams	HashMap<String, ObjectOutputStream>
clientInputThreadPool	ThreadPoolExecutor
init()	void
handleIncomingConnections()	void
handleConnection(Socket)	void
sendMessageToUser(String, Message)	void
sendMessageToSetOfUsers(Message, Set<String>)	void
sendBroadcastMessage(Message)	void
exceptionInThreadOccurred(String)	void
connectionClosed(String)	void
forceRemoveOldUserConnectionsIfPresent(String)	void

C MessageQueueEntry	
username	String
message	Message
getUsername()	String
setUsername(String)	void
getMessage()	Message
setMessage(Message)	void

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C ClientObjectInputHandler	
LOGGER	Logger
QUEUE_SIZE	int
objectQueue	MessageQueueEntry>
handleReceivedMessage(String, I	
init()	void

C ClientOutputService	
LOGGER	Logger
messagesForClient	Map<String, ArrayList<Message>>
lastSendTimeFinished	long
lockForMessages	Lock
initOutputQueueHandler()	void
putMessage(String, Message)	void
runTimedBulkSending()	void
sleepAppropriateTime()	void
getMessageBufferForUser(String)	ArrayList<Message>
performSend(BulkMessagesPackage)	void
addClientBuffer(String)	void
removeClientBuffer(String)	void