ChattyChatChatServer

- + main(string[]): void
- + addActiveThread(): boolean
- + addNickname(string, Socket): boolean
- + getActivePorts(): string[]
- int∏ activePorts
- string[] nicknames

ChattyChatChatRunnable implements Runnable

+run(): void

- + checkForMessages(): string
- + findCommand(): string
- + sendToAllClients(string): void
- + sendToClient(string, string): void
- Socket socket
- int clientNumber

ChattyChatChatClient

- + main(string[]): void
- string hostname
- int port
- Socket socket