ChattyChatChat Sequence Diagram v0

Get User Input (Sys In)

ChattyChatChatClient Thread 1

Prints to Client (Sys Out)

Response

Sends Input to Out (Socket)

Prints to Client (Sys Out)

creates

HUMAN/USER

ChattyChatChatClient — creates → **Jeremy**

Sends input to Out (Socket)

ChattyChatChatServer Runnable

Gets User Input (Sys In)

creates

Prints to Client (Sys Out)

ChattyChatChatClient Thread 3
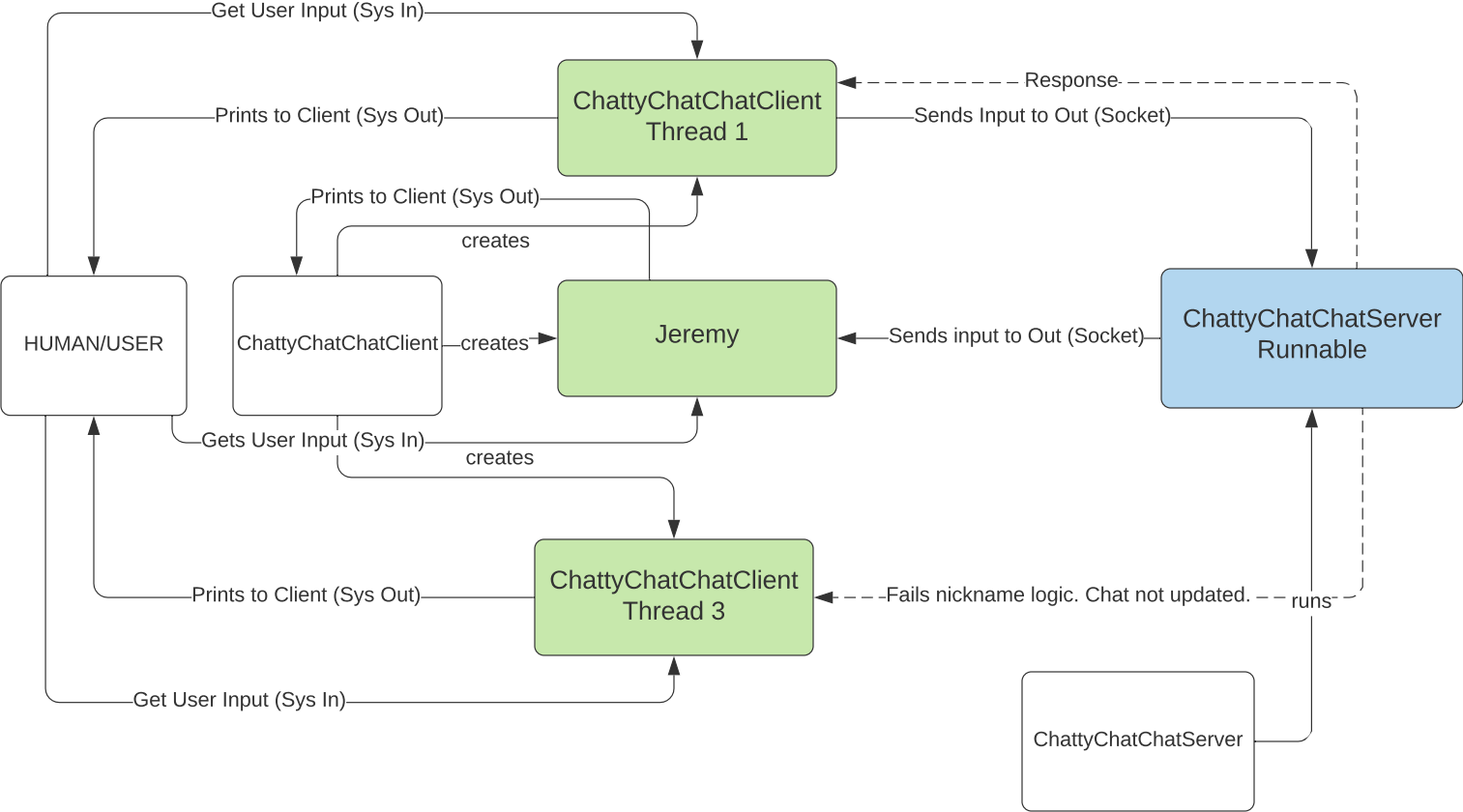
Fails nickname logic. Chat not updated.

runs

Get User Input (Sys In)

ChattyChatChatServer

ChattyChatChat Sequence Diagram v1

User	Client 1	Jeremy	Client 3	Server

1. Prints to User

2. Gets User Input (Sys In)

3. Sends Input to Out (Socket)

4. Sends Input to Out

5. Prints to User