::EchoServer

+DEFAULT_PORT: int
-serverUI: common.ChatIF
~users: java.util.ArrayList
~accounts: java.util.ArrayList
~passwords: java.util.ArrayList
~serverMuteUsers: java.util.ArrayList
~blockedClients: java.util.ArrayList
~StatusTask: java.util.TimerTask

+EchoServer(int, common.ChatIF): ctor
+handleMessageFromClient(java.lang.Object, com.lloseng.ocsf.server.ConnectionToClient): void
+handleMessageFromServerUI(java.lang.String): void
#serverStarted(): void
#serverStopped(): void
#clientConnected(com.lloseng.ocsf.server.ConnectionToClient): void
#clientDisconnected(com.lloseng.ocsf.server.ConnectionToClient): void
-LoginRecived(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String, java.lang.String): boolean
-addUser(java.lang.String, java.lang.String): void
-sendToChannel(java.lang.String, java.lang.String): void
-NewBlock(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): void
-NewMeeting(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): void
-UnblockCmd(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): void
-WhoIBlockCmd(com.lloseng.ocsf.server.ConnectionToClient): void
-WhoBlocksMeCmd(com.lloseng.ocsf.server.ConnectionToClient): void
-Unblock(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): boolean
-GetBlocks(com.lloseng.ocsf.server.ConnectionToClient): java.util.ArrayList
-GetBlockedMe(com.lloseng.ocsf.server.ConnectionToClient): java.util.ArrayList
-GetStatus(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): void
-SetClientStatus(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): void
-SetChannelCmd(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): void
-GetCommand(java.lang.String): java.lang.String
-GetClientConnection(java.lang.String): com.lloseng.ocsf.server.ConnectionToClient
-UserExists(java.lang.String): boolean
-ForwardMessage(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): void
-sendForward(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): void
-endForward(com.lloseng.ocsf.server.ConnectionToClient): void
-SelectiveSendToClients(java.lang.Object, com.lloseng.ocsf.server.ConnectionToClient): void
-SendPvtMsg(com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): void
-SendToServerFriendlyClients(java.lang.Object): void
-SendMessageToClient(com.lloseng.ocsf.server.ConnectionToClient, com.lloseng.ocsf.server.ConnectionToClient, java.lang.String): void
-RemoveUser(java.lang.String): void
-isBlocking(java.lang.String, java.lang.String): boolean
-buildUserList(int): void
+main(java.lang.String[]): void

client::ChatClient

-clientUI: common.ChatIF
-loginId: java.lang.String
-password: java.lang.String
-monitor: java.lang.String
-connected: java.lang.Boolean
-isForwarding: java.lang.Boolean

+ChatClient(common.ChatIF): ctor
+ChatClient(java.lang.String, java.lang.String, java.lang.String, int, common.ChatIF): ctor
+handleMessageFromServer(java.lang.Object): void
+handleMessageFromClientUI(java.lang.String): void
#connectionException(): void
#connectionClosed(): void
#connectionEstablished(): void
+quit(): void
+isForwarding(): java.lang.Boolean
+getMonitor(): java.lang.String

::ServerConsole

+DEFAULT_PORT: int
~server: EchoServer

+ServerConsole(): ctor
+ServerConsole(int): ctor
+display(java.lang.String): void
+accept(): void
+main(java.lang.String[]): void

::ClientConsole

+DEFAULT_PORT: int
~client: client.ChatClient

+ClientConsole(java.lang.String, java.lang.String, java.lang.String, int): ctor
+accept(): void
+display(java.lang.String): void
+main(java.lang.String[]): void

«interface»
common::ChatIF

+display(java.lang.String): void