**Client Design:**

**Definition:**

The client is a human user in the chat system. Each client may communicate with any number of other clients in the chat system by sending streams of text messages to the server based on a defined protocol (see “client\_server\_protocol”).

**Client Class:**

**Fields:**

String myUsername

Socket mySocket

PrintWriter out

HashMap<String, Conversation> conversationNameToConversations

Set<Invite> myInvites

BlickingQueue<ServerMessage> serverMessagesQueue

**Methods:**

handleConnection(Socket socket)

handleRequest(ServerMessage serverMessage)