**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:**

login()

Open a connection with the server and keep the program running (call handleConnection)

handleConnection(Socket socket)

Keeps the program running, listening for messages from the server.

Adds messages from the server onto a queue?

handleRequest(ServerMessage serverMessage)

Handle individual requests from the server.