cd Design2ClassDiagram

ServerController
Attributes
- modelManager : ServerModelManager
- onlineUsers : List<string>
- wss : WebSocketServer

Operations
- + OnMessage(s : string)
- + Register(m : ClientModelManager)

«interface» OnMessage
Attributes

Operations
- + OnMessage(s : string)

ClientController
Attributes
- + outputUpdate : List<Display>
- clientModel : ClientModelManager
- ws : WebSocket

Operations
- + ClientController(c : ClientModelManager)
- + ClientMessage(s : string) : bool
- + Handler(event : int)
- + OnMessage(s : string)
- + Register(d : Display)

«interface» Message
Attributes

Operations
- + ClientMessage(s : string) : bool

ClientChatView
Attributes
- messsageHandle : Message

Operations
- + MessageRecieved(s : string)

Message — *ClientChatView* — 1 — 1

ServerController 1

ServerModelManager 1

ClientController

ClientController 1

ClientModelManager 1

Display 1

ClientInputHandler 1

«interface» ServerModelManager
Attributes

Operations
- + AddContact(user : string, contact : string) : bool
- + GetContacts(user : string, contacts : out string) : bool
- + LoadClients() : bool
- + LogIn(user : string, password : string) : bool
- + RemoveContact(user : string, contact : string) : bool

«interface» ClientInputHandler
Attributes

Operations
- + Handler(event : int)

«interface» Display
Attributes

Operations
- + UpdateDisplay(contacts : Dictionary<string, bool>)

«interface» Send
Attributes

Operations
- + Send(s : string)

«interface» ClientModelManager
Attributes

Operations
- + Contacts : Dictionary<string, bool>()
- + LoadContacts(contacts : Dictionary<string, bool>)
- + UpdateContact(contact : string) : bool

ServerModel
Attributes
- + Clients : Dictionary<string, string>

Operations
- + AddContact(user : string, contact : string) : bool
- + GetContacts(user : string, contacts : out string) : bool
- + LoadClients() : bool
- + LogIn(user : string, password : string) : bool
- + RemoveContact(user : string, contact : string) : bool

«interface» Broadcast
Attributes

Operations
- + Broadcast(s : string)

«interface» ClientModel
Attributes
- contacts : Dictionary<string, bool>

Operations
- + Contacts()
- + LoadContacts(contacts : Dictionary<string, bool>)
- + UpdateContact(contact : string) : bool

ClientMainView 1

ClientMainView
Attributes
- inputHandle : ClientInputHandler

Operations
- + UpdateDisplay(contacts : Dictionary<string,...
- ButtonHandle(sender : object, e : EventArgs)