ServerRequest

- sourceActor: type = ActorRef
- sourceName: type = String
- server: server = ActorSelection

+ tellServer() --> void

Text

GroupServerRequest

- groupName: type = String
- args: type = String[]
- fileBytes: type = byte[]

ClientToServerRequest

ClientToClientRequests

- addresseeActor: type = ActorRef
- addresseeName: type = String

+ abstract sendMessage(sender: ActorRef) --> void

GroupUserDelete

- groupName: type = String
- deleter: type = actorRef

GroupUserDisconnect

LoginRequest

LogoutRequest

TextMsgServerRequest

- message: type = String

+ sendMessage(sender: ActorRef) --> void

GroupServerRequest

- file: type = byte[]

+ sendMessage(sender: ActorRef) --> void

ServerReply

- server: type = ActorRef
- client: type = ActorRef
- reply: type = Object

+ reply():--> void
+ abstract printMessage() --> void

StringReply

+ printMessage() --> void

FileReply

- senderName: type = String
- isGroup: type = boolean

- saveFile() --> String
+ printMessage() --> void

Group

- server: type = ActorRef
- groupName: type = String
- groupAdminName: type = String
- groupAdminActor: type = ActorRef
- groupMembers: type = Map<String, ActorRef>
- adminGroupMembers: type = List<String>
- muted: type = Map<String, Thread>

+ leave(name: String, leaver: ActorRef) --> void
+ sendText(senderName: String, sender: ActorRef, msg: String) --> void
+ sendFile(senderName: String, sender: ActorRef, msg: byte[]) --> void
+ Invite(senderName: String, targetName: String, sender: ActorRef, target: ActorRef) --> void
+ Remove(senderName: String, targetName: String, sender: ActorRef, target: ActorRef) --> void
+ Mute(senderName: String, targetName: String, sender: ActorRef, duration: Long) --> void
+ unMute(senderName: String, targetName: String, sender: ActorRef) --> void
+ coadminAdd(senderName: String, targetName: String, sender: ActorRef) --> void
+ coadminRemove(senderName: String, targetName: String, sender: ActorRef) --> void
+ addUser(userName: String, user: ActorRef) --> void
+ userInGroup(userName: String) --> boolean
- broadcast(msg: ServerReply, sender: ActorRef) --> void

GroupInvitation

- server: type = ActorRef
- addresseeActor: type = ActorRef
- addressee: type = String
- groupName: type = String
- group: type = Group
- reply: type = boolean

+ askForReply() --> void
+ send() --> void
+ addUser() --> void

sends request

GroupAcceptInvitation

- addresseeActor: type = ActorRef
- addressee: type = String
- groupName: type = String

+ addUser(group: ChatGroup) --> void