Buisness Layer Diagram

ChatRoom

- loggedinUser: User

- url: string

- messages : SortedSet<IMessage>

users : List<User>request : Request

+ login(int g_id, string nickname) : bool

+ logout() :void

+ exit(): void

+ register(int g_id, string nickname) : void

- retrieveMessages(int number): void

+ send(string message) :void

- displayNMessages(int num) : SortedSet<Message>

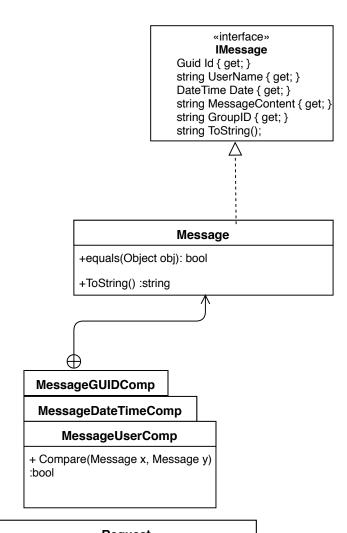
- retrieveUserMessages(int g_ID, String nickname) : SortedSet<Message>

User

+ displayUserMessages(int g_id

- nickname: string

- g_id: int



Request

- final MAX_MESSAGE_LENGTH : int

final URL: string

-lastNRequests : Queue

-final N_ALLOWED: int

-final N_SECS: int

+send(string msg, User user): IMessage

+retrieveMessages(int num) : List<IMessage>

-isNotOverloading(): bool

- validate(string msg) : bool