

System

Clients

<u>Alice</u> f al	<u>Bob</u> π bob
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Chars

Bob \rightarrow Alice
Jean \rightarrow Bob

struct System {
 vector<Customer> customers
}

network (de type System)

{

customers: { Client1, Client2 }

}

Customer List

i = n° customer

Customer

customer =

{ ~~name~~, gender, ... };

network . customers . push - back
(customer);

get - chat (username 1, username 2):

Chat | null
→

is - caller (chat, username):

⇒ Bool