Client:

Comm class (multithreaded)

getIP from server

createSocket (Socket)

createServerSocket (ServerSocket)

send data

IMPacket class

data (encryption)

receive data

IMPacket class

Data (encryption)

Server (multithreaded)

ServerComm

Hashmap<username, Status>

Status

IP

StatusString (enum)

HashSet<String> toBeNotified

3 workflows for server:

1. client asks for IP for a given user, and then server will have to return the IP for that user
2. client changes status, needs server to reflect that change (send packet to everyone on toNotify list)
3. client adds or removes a buddy (server needs to update toNotify list) (NO packet sent)