

Client Class

Client
<pre>private boolean loggedIn private final BlockingQueue<MessageInterface> inboundRequestQueue private final BlockingQueue<MessageInterface> outboundResponseQueue private User userData private final Gui gui private ObjectOutputStream outObj private ObjectInputStream inObj private Socket socket</pre>
<pre>public static void main(String[] args) public Client() public User getUserData() private void handleNotification(Notification notification) private void handleReturnChatBox(SendChatBox sendChatBox) private void handleReturnChatBoxList(SendChatBoxList sendChatBoxList) private void handleReturnChatBoxLog(SendChatLog sendChatLog) private void handleReturnUserList(SendUserList sendUserList) private void handleSendMessage(SendMessage sendMessage) private void handleServerResponses() public void messageReceiver() public void messageSender() public void queueMessage(MessageInterface message) private void receiveLoginResponse(LoginResponse loginResponse)</pre>