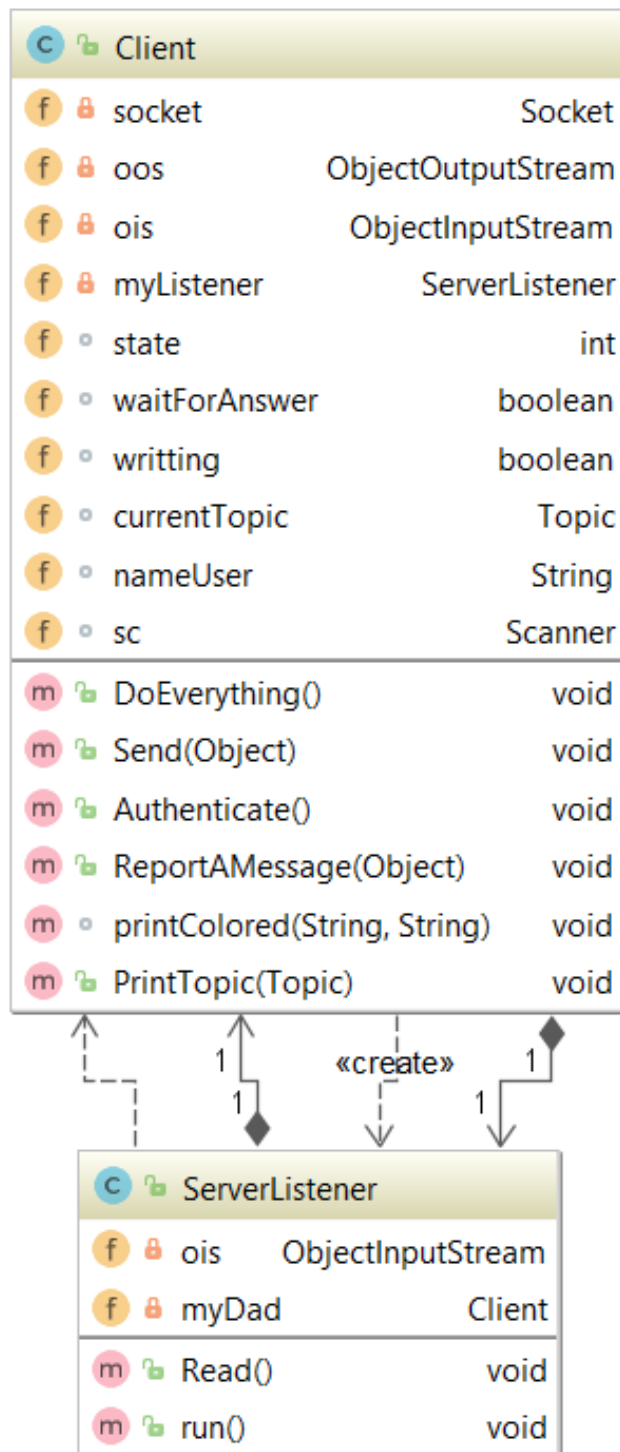
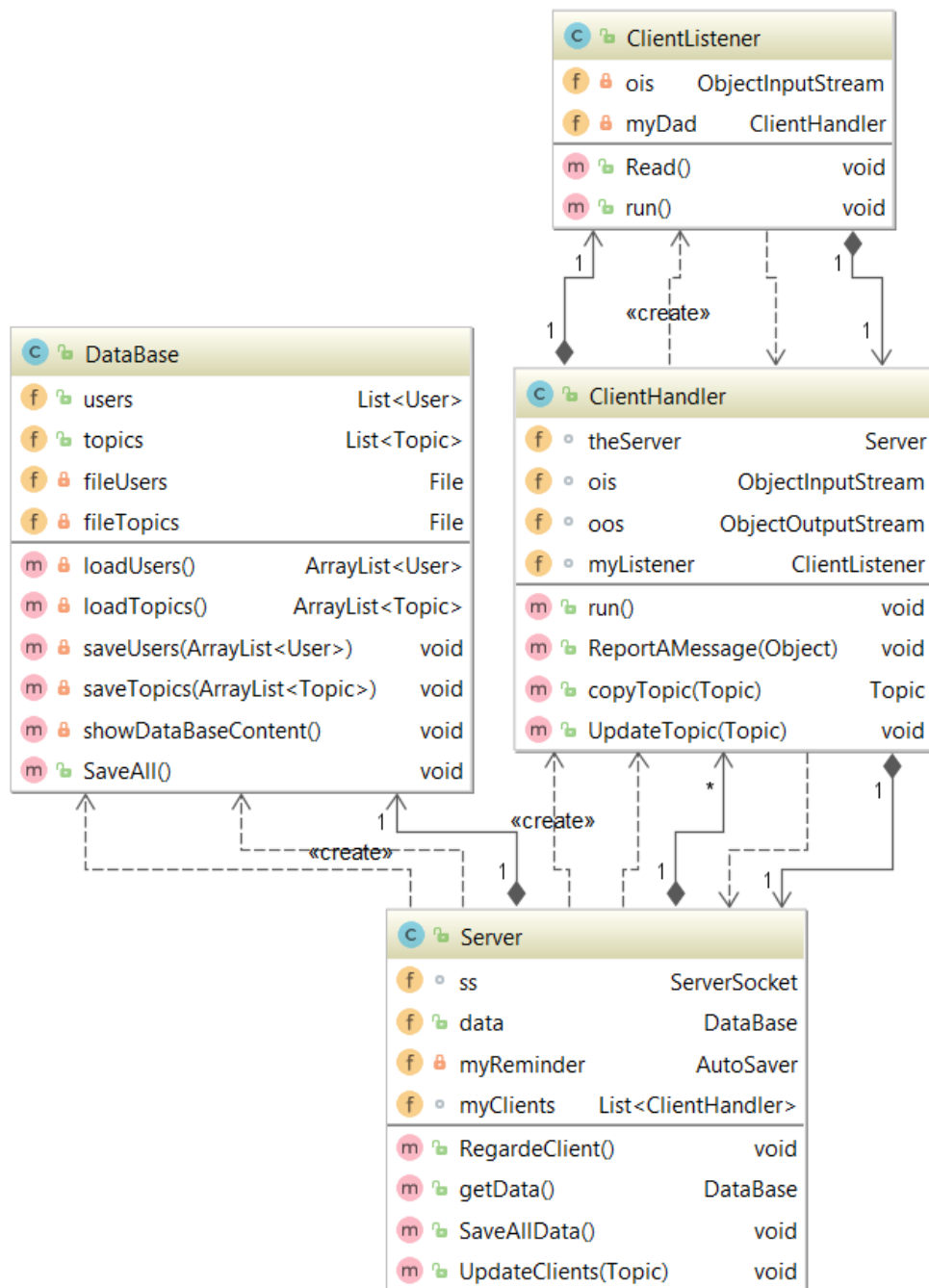


- Diagramme de classe coté client :



- Diagramme de classe coté serveur :





- Types d'objets passant sur le stream :

C	↳	AddContentToTopicSucceeded
f	↳	newTopic Topic
f	↳	message String

C	↳	AddContentToTopicRequest
f	↳	content Message
f	↳	topic Topic

C	↳	AuthenticationSucceeded
f	↳	nameUser String
f	↳	topics List<String>

C	↳	CreateAccountRequest
f	↳	name String
f	↳	password String

C	↳	AuthenticationRequest
f	↳	username String
f	↳	password String

C	↳	AddContentToTopicFailed
f	↳	message String

C	↳	CreateTopicSucceeded
f	↳	message String

C	↳	CreateAccountSuccess
f	↳	message String

C	↳	CreateAccountDenied
f	↳	Message String

C	↳	UpdateTopicRequest
f	↳	topic Topic

C	↳	AuthenticationFailed
f	↳	message String

C	↳	CreateTopicRequest
f	↳	name String

C	↳	FindTopicSucceeded
f	↳	topic Topic

C	↳	CreateTopicDenied
f	↳	message String

C	↳	FindTopicFailed
f	↳	message String

C	↳	FindTopicRequest
f	↳	name String

- Schéma simplifié :

