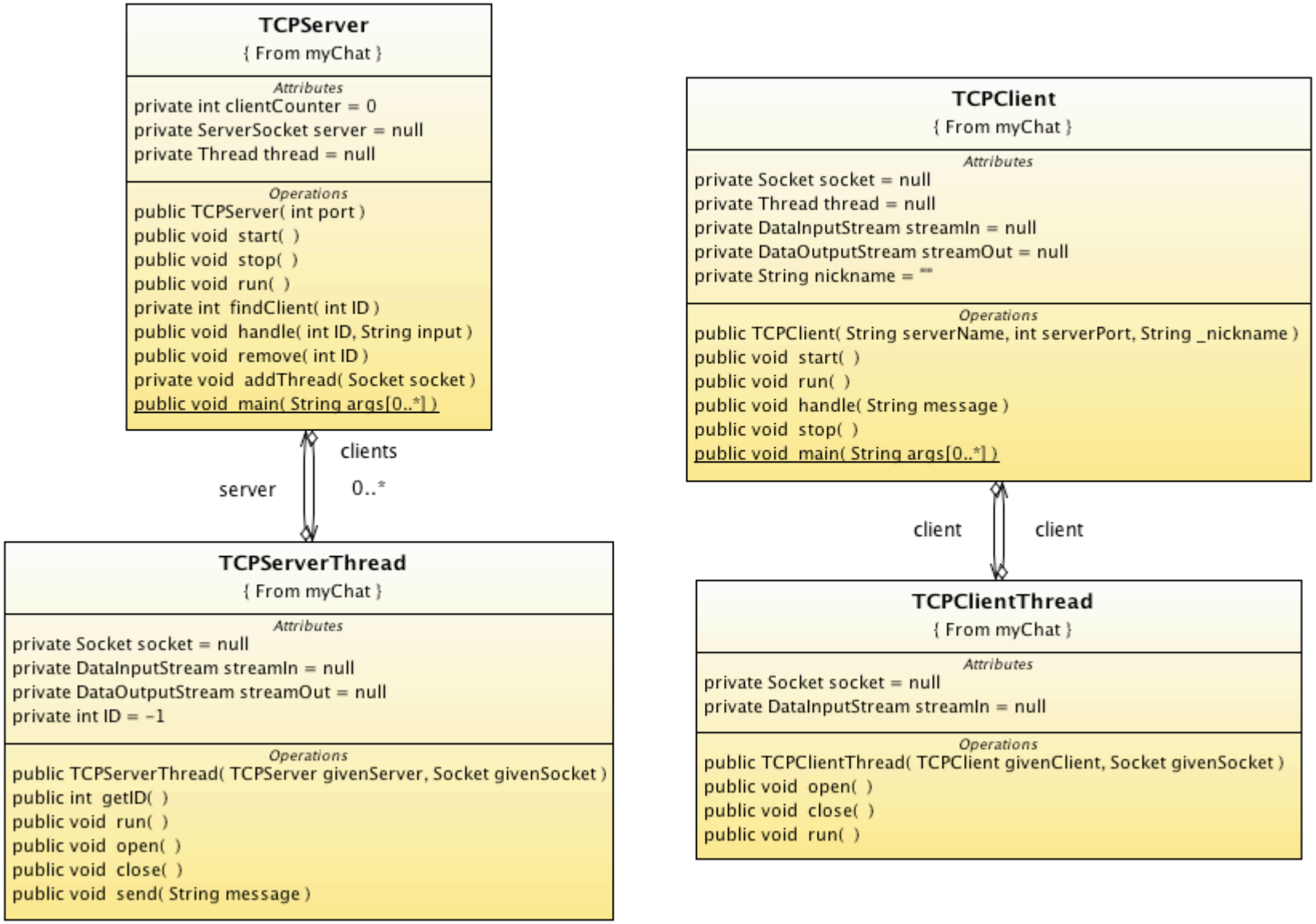
TCPServer
{ From myChat }
Attributes
private int clientCounter = 0
private ServerSocket server = null
private Thread thread = null
Operations
public TCPServer(int port)
public void start( )
public void stop( )
public void run( )
private int findClient(int ID)
public void handle(int ID, String input)
public void remove(int ID)
private void addThread(Socket socket)
public void main(String args[0..*])
clients
server
0..*
TCPServerThread
{ From myChat }
Attributes
private Socket socket = null
private DataInputStream streamIn = null
private DataOutputStream streamOut = null
private int ID = -1
Operations
public TCPServerThread(TCPServer givenServer, Socket givenSocket)
public int getID( )
public void run( )
public void open( )
public void close( )
public void send(String message)
TCPClient
{ From myChat }
Attributes
private Socket socket = null
private Thread thread = null
private DataInputStream streamIn = null
private DataOutputStream streamOut = null
private String nickname = ""
Operations
public TCPClient(String serverName, int serverPort, String _nickname)
public void start( )
public void run( )
public void handle(String message)
public void stop( )
public void main(String args[0..*])
client
client
TCPClientThread
{ From myChat }
Attributes
private Socket socket = null
private DataInputStream streamIn = null
Operations
public TCPClientThread(TCPClient givenClient, Socket givenSocket)
public void open( )
public void close( )
public void run( )