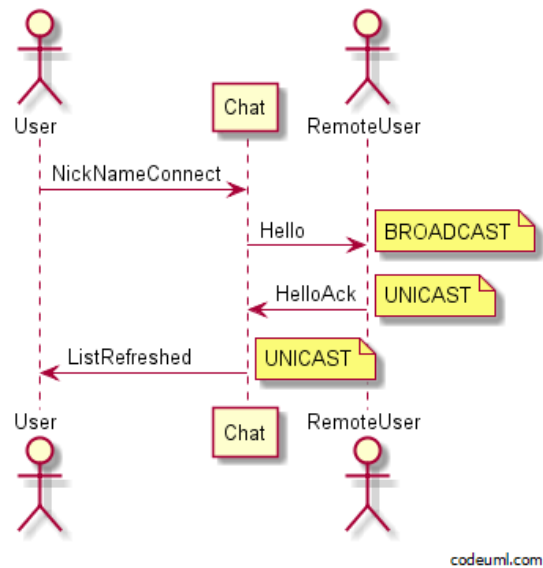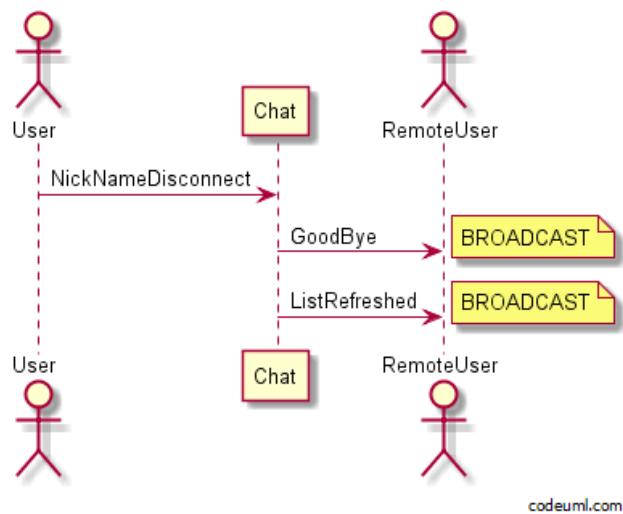1. Sequence UML :

This part show which signals are exchanged between different user through the chat in different situations.
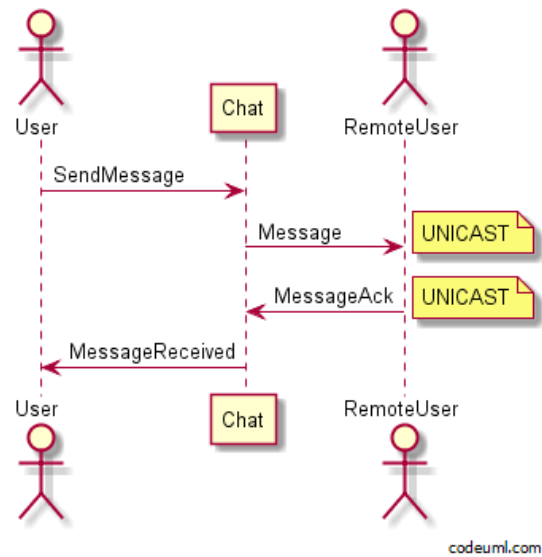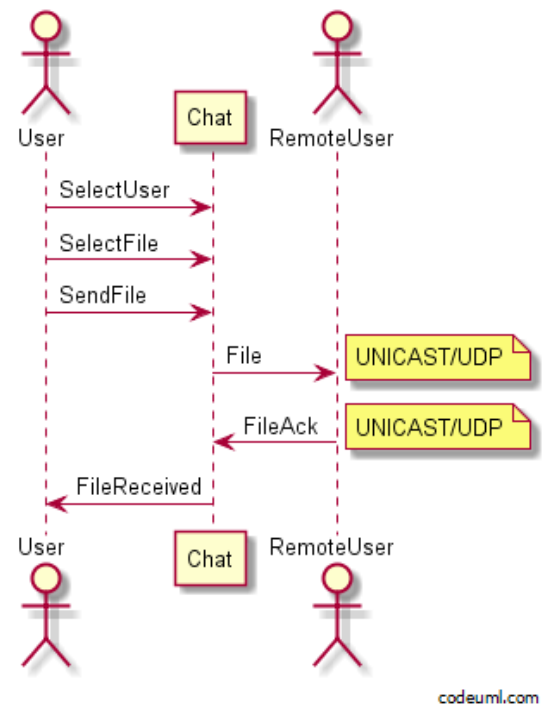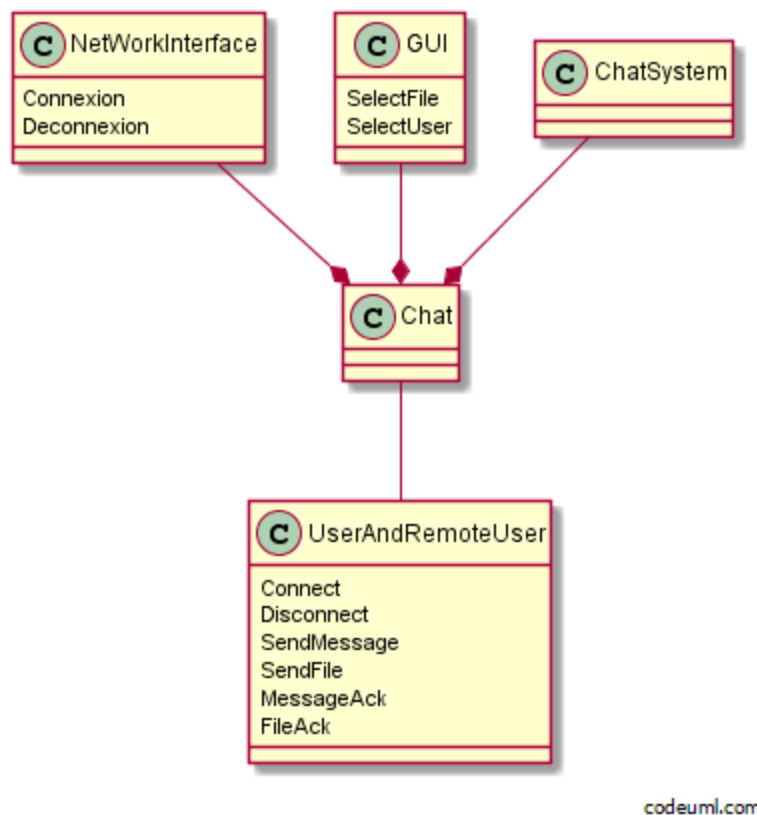
Connexion :

Deconnexion :

Send a message :

Send a file :

The UML diagram receive a connexion, a deconnexion, a file or a message are not shown here because it is symetric. The user is going to receive a connexion input and will send an acquittal in output, like the remote user in every previous UML.

2. Class Diagram :

This class diagram show the principal signals exchanged by different user and the chat. It also show other signals used by component of the chat, for exemple the connexion or deconnexion in UDP to send a file with the NetWorkInterface.

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The next class diagram is the class diagram as I implemented my project. There is not every method inside in order to not make it to big, but essential one are inside to be able to understand the main of every class if the name is not clear.

(avaible in clear here
http://andresmrm.github.io/EtherPlant/src/etherplant.html?https://pad.okfn.org/p/chat-class
)

Chat

Controller

GUI

NetworkInterface

SocketIo

DatagramPacket

ActionOnList
addUser()
removeUser()

UDPSender

UDPReceiver

TCPSender

TCPReceiver

Factory

AbstractFactory
DatagramPacket createMessage()
MessageGlobal traiterPacketRecu()

Runnable

Message

MessageGlobal

MessageHello

MessageHelloAck

MessageDisconnect

MessageAck

GUI
...ed()
...ected()