

<< interface >>

Connection

+ read(timeout : int) : Packet
+ send(packet : Packet)
+ close()

<< interface >>

Socket

+ accept(timeout : int) : Connection
+ close()

<< interface >>

Packet

+ readContent() : int
+ setContent(data : int)

CSPManager

+ TIMEOUT_NONE : byte
+ TIMEOUT_SINGLE_ATTEMPT : byte
+ ADDRESS_BROADCAST : byte
+ PORT_ANY : byte
- nodeAddress
- outgoingPorts
- resourcePool : ResourcePool
- routingHandler : RoutingHandler
- routingHandlerPeriodicParameters : PeriodicParameters
- routingHandlerStorageParameters : StorageParameters
- routingHandlerPriorityParameters : PriorityParameters
+ init(nodeAddress : int)
- initializeRoutingHandlerParameters()
+ startRoutingHandler()
+ initPools()
+ initPools(socketsCapacity : int,
connectionsPerSocketCapacity : int,
connectionsCapacity : int,
packetsPerConnectionCapacity : int,
packetsCapacity : int)
+ routeSet(nodeAddress : int, protocol : IMACProtocol,
nextHopMacAddress : int)
+ createSocket(port : int, options : Object) : Socket
- findUnusedOutgoingPort() : byte
+ createPacket() : Packet
+ createConnection(address : int, port : int, timeout : int,
options : Object) : Connection