Line

+ Line()
+ ~Line()
+ void createline()
+ void setpos(x, y)
+ int get xpos()
+ int get ypos()
+ void set rotation (x)
+ bool getaline()
+ void setAlive (isalive)
+ int get sizex()
+ int get sizey()
+ Rectangle shape draw()

- RectangleShape line
- int xpos
- int ypos
- int alive

Client

+ Client()
+ ~Client()
+ void start()
+ Bool connect (TCPClient&)
+ void receive (tcp_Client, selector)
+ void send (tcpClient)
+ void input (TCPClient)
+ void listen (tcp_listener, selector, tcpclient)

Message Types

Enum INVALID
Enum CHAT
Enum PING
Enum PONG
Enum ClientCount

ServerClient

+ Client ()
+ Client (tcpsocket*)
+ Client (Client & &)
+ TCPsocket& getsocket()
+ Bool isconnected ()
+ Void setlatency (microseconds)
+ void ping()
+ void pong()
+ auto & getpingtime()
+ auto & getlatency()
+ int getClientID ()
+ Client& operator = (Client& &)
+ Bool operator == (rhs)

- int next id
- Unique PTR< tcpsocket> socket
- Time_point timestamp
- microseconds latency
- int id