SocketClass

\# m_Sock
\# m_Domain
\# m_Type
\# m_Protocol
\# m_Flags
\# m_Connected

\+ SocketClass()
\+ setDomain()
\+ getDomain()
\+ setType()
\+ getType()
\+ setProtocol()
\+ getProtocol()
\+ getSock()
\+ setNonBlockMode()
\+ setSockLevelOpt()
\+ getSockLevelOpt()
\+ send()
\+ receive()
\+ isConnected()
\+ setConnected()
\# SocketClass()
\# ~SocketClass()
\# create()
\# close()

InternetSocket

\+ InternetSocket()
\+ ~InternetSocket()
\# InternetSocket()

InternetSocketV4

\+ InternetSocketV4()
\+ ~InternetSocketV4()
\+ setIpLevelOpt()
\+ getIpLevelOpt()
\# InternetSocketV4()

ConnectedSocketV4

\# m_Destination

\+ ConnectedSocketV4()
\+ setDestination()
\+ setDestination()
\+ setDestination()
\+ getDestination()
\+ connect()
\+ connect()
\+ connect()
\+ connect()
\- ConnectedSocketV4()
\- operator=()

BoundSocketV4

\# m_EndPoint
\# m_Bound

\+ BoundSocketV4()
\+ ~BoundSocketV4()
\+ bind()
\+ setEndPoint()
\+ setEndPoint()
\+ setEndPoint()
\+ isBound()

DatagramSocket

\# m_Source

\+ DatagramSocket()
\+ ~DatagramSocket()
\+ getSource()
\+ sendTo()
\+ sendToLast()
\+ receiveFrom()
\# close()
\- DatagramSocket()
\- operator=()

MulticastSocket

\+ MulticastSocket()
\+ setTTL()
\+ setDefaultIf()
\+ setDefaultIf()
\+ setLoopBack()
\+ connect()
\- MulticastSocket()
\- operator=()

MulticastBound

\# GroupsList
\# Addr

\+ MulticastBound()
\+ MulticastBound()
\+ joinGroup()
\+ leaveGroup()
\+ leaveAllGroups()
\+ getGroups()
\- MulticastBound()
\- operator=()