```
SocketClass
      Sock
 # m_Domain
      _
_Type
_Protocol
 # m
 # m_
 # 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()
            Δ
    InternetSocketV4
 + InternetSocketV4()
 + ~InternetSocketV4()
 + setIpLevelOpt()
 + getIpLevelOpt()
 # InternetSocketV4()
            Δ
  ConnectedSocketV4
# m_Destination
+ ConnectedSocketV4()
+ setDestination()
+ setDestination()
+ setDestination()
+ getDestination()
+ connect()
+ connect()
+ connect()
+ connect()

    ConnectedSocketV4()

operator=()
            Δ
    DatagramSocket
 # m_Source
 + DatagramSocket()
 + ~DatagramSocket()
 + getSource()
 + sendTo()
 + sendToLast()
  + receiveFrom()
 # close()

    DatagramSocket()

 operator=()
            Д
    BroadcastSocket
+ BroadcastSocket()
+ sendBroadcast()
+ sendSubnetBroadcast()
+ connect()

    BroadcastSocket()

operator=()
    BroadcastBound
  + BroadcastBound()
  + BroadcastBound()

    BroadcastBound()
```

operator=()