«Boundry»
PcCom

- data_[6]: char
- controller_[4]: char
- portnoData_: int
- portnoController_: int
- running_: bool
- dataClassPtr_: Data*
- settingsClassPtr_: Settings*
- logClassPtr_: Log*
- UserInput_: UserInput
- dataStreamTh: thread
- controllerStreamTh: thread

+ pcCom(Data* , Settings* , Log*): void
+ ~pcCom(): void
- controllerStream(): void
- dataStream(): void
- error(string msg): void