

«Boundry »
PcCom

- data_[6]: char
- controller_[4]: char
- portnoData_: int
- portnoController_: int
- dataClassPtr_: Data*
- settingsClassPtr_: Settings*
- UserInput_: UserInput

- + pcCom(Data* dataClass, Settings* settingsClass): void
- + ~pcCom(): void
- + controllerStream(): int
- + dataStream(): int
- error(const char* msg): void