

«Boundry »
PcCom

- data_[6]: char
 - controller_[4]: char
 - portnoData_: int
 - portnoController_: int
 - dataClassPtr_: Data*
 - settingsClassPtr_: Settings*
 - UserInput_: UserInput
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- + pcCom(Data* , Settings* , Log*): void
 - + ~pcCom(): void
 - + controllerStream(): void
 - + dataStream(): void
 - error(string msg): void