

«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(): void
- + dataStream(): void
- error(const char\* msg): void