```cpp
#include "dataserver.h"
#include "kontrolinterface.h"

DataServer::DataServer(QObject *parent) :
    QObject(parent)
{
    //QObject:connect(parent, SIGNAL(updateSignal(status)), this,
SLOT(updateServerSlot(status)));
}

DataServer::~DataServer()
{
    onDelete();
}

void DataServer::updateServerSlot(status temp)
{
    _STYRBORD = QString::number(temp.styrbordNiveau);
    _BAGBORD = QString::number(temp.bagbordNiveau);
    _LEVEL = QString::number(temp.level);
    _TIME = QString::number(temp.SecondsSinceLastGuiUpdate);
    /*
    qDebug() << status.bagbordNiveau;
    qDebug() << status.styrbordNiveau;
    qDebug() << status.bagbordStatus;
    qDebug() << status.styrbordStatus;
    qDebug() << status.SecondsSinceLastGuiUpdate;
    qDebug() << status.level;
    */
    socket = new QTcpSocket(this);

    socket->connectToHost("192.168.158.36", PORT);
    //socket->connectToHost("192.168.154.198", PORT);
    //socket->connectToHost("127.0.0.1", PORT);

    if (socket->waitForConnected(3000))
    {
        qDebug() << "Connected!";


        int i = socket->write("Martha ");
        socket->waitForBytesWritten(2000);
        qDebug() << i;

        QString temp = (_STYRBORD + " ");
        i = socket->write(temp.toStdString().c_str());

        i = socket->write((_BAGBORD + " ").toStdString().c_str());

        i = socket->write ((_LEVEL + " ").toStdString().c_str());

        i = socket->write ((_TIME + " ").toStdString().c_str());

        emit this->serverUpdateStatus(true);
        socket->close();
    }
    else
    {
        qDebug() << "Didn't connect";
        emit this->serverUpdateStatus(false);
    }
}

void DataServer::onDelete()
{
    socket = new QTcpSocket(this);
    socket->connectToHost("192.168.158.36", PORT);
    //socket->connectToHost("127.0.0.1", PORT);
```

```cpp
    if (socket->waitForConnected(3000))
    {
        qDebug() << "Connected!";


        int i = socket->write("TERMINATED\0");
        i = socket->write("TERMINATED2\0");

        //socket->waitForBytesWritten(3000);
        socket->close();
    }
    else
    {
        //qDebug() << "Didn't connect";
    }
    qDebug() << "SENDT TIL DB: TERMINATED";
}
```