```
Socket
# socketDescr
# socketBoundPort
+ Socket()
+ Socket()
+ ~Socket()
+ getSocketDescr()
+ setNonBlocked()
+ close()
+ createServerSocket()
# setReuseAddress()
     SocketTCP
+ SocketTCP()
+ setRecvTimeout()
+ createServerSocket()
+ createServerSocket()
+ send()
+ sendBytes()
+ recv()
+ recv()
+ recvTimed()
+ recvBytes()
+ hasData()
+ accept()
```