## Socket # socketDescr # socketBoundPort + Socket() + Socket() + ~Socket() + getSocketDescr() + setNonBlocked() + close() + createServerSocket() # setReuseAddress() SocketTCP SocketUDP + SocketTCP() + setRecvTimeout() + createServerSocket() + SocketUDP() + createServerSocket() + createServerSocket() + send() + createServerSocket() + sendBytes() + sendTo() + recv() + recvFrom() + recv() + sendBytesTo() + recvTimed() + recvBytesFrom() + recvBytes() + hasData() + accept()