

Buffer
+messageHeader: MessageHeader +size: int
+Buffer() +reset(): void +put(value:byte): void +putBoolean(value:boolean): void +putChar(value:char): void +putInt(value:int): void +putLong(value:long): void +putShort(value:short): void +putFloat(value:float): void +putDouble(value:double): void +put(data:byte[]): void +put(data:byte[],offset:int,length:int): void +putCharArray(value:char[]): void +putBooleanArray(value:boolean[]): void +putIntArray(value:int[]): void +putShortArray(value:short[]): void +putLongArray(value:long[]): void +putFloatArray(value:long[]): void +putDoubleArray(value:double[]): void +getByteArray(length:int): byte[] +getCharArray(length:int): char[] +getBooleanArray(length:int): boolean[] +getIntArray(length:int): int[] +getLongArray(length:int): long[] +getShortArray(length:int): short[] +getFloatArray(length:int): float[] +getDoubleArray(length:int): double[] +putString(value:String): void +get(): byte +getBoolean(): boolean +getChar(): char +getInt(): int +getLong(): long +getShort(): short +getFloat(): float +getDouble(): double +getString(): String +array(): byte[] +getTranslatedInteger(value:byte[]): int +extractHeader(): MessageHeader +resetToReceive(): void +Buffer(messageHeader:MessageHeader) +setHeader(messageHeader:MessageHeader): void +getHeader(): MessageHeader +size(): int +getValue(c:Class<?>): Object +putValue(o:Object,c:Class<?>): void +putArray(o:Object): void +getArray(arrayType:Class<?>): Object +serializeReferenceObject(c:Class<?>,Object:obj): void +deserializeReferenceObject(c:Class<?>,Object:o): void +checkAndThrow(systemErrorCode:int,buffer:Buffer): void +toIntString(): String +toCharString(): String