## Assignment 2 UML Class Diagram Nathan MacDiarmid 101098993

## Client - sendPacket, receivePacket : DatagramPacket - sendReceiveSocket : DatagramSocket + Client() + send(message : String, mode : String, requestType : int) : void + receive(): void - printByteArray(b : byte[]) : void - createBytes(message : String, mode : String, requestType: int): byte[] + closeSocket(): void + main(args[] : String) : void Host - sendPacket, receivePacket23, receivePacket69 : DatagramPacket - sendAndReceiveSocket, receiveSocket23 : DatagramSocket - data : byte[] + Host() + sendToServer(): void + receiveFromServer(): void + sentToClient(): void + receiveFromClient(): void - printByteArray(b : byte[]) : void + closeSocket(): void + main(args[] : String) : void Server - sendPacket, receivePacket : DatagramPacket - sendSocket, receiveSocket : DatagramSocket - data : byte[] + Server() + send(): void + receive(): void - printByteArray(b : byte[]) : void + closeSocket(): void + main(args[] : String) : void