Assignment 3 UML Class Diagram Nathan MacDiarmid 101098993

Client - sendPacket, receivePacket : DatagramPacket - sendReceiveSocket : DatagramSocket + Client() + sendData(message : String, mode : String, requestType : int) : void + sendRequest(): void + receiveData(): void + receiveAcknowledgement(): 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, receiveSocket69 : DatagramSocket - data : byte[] + Host() + sendToServer(): void + sendServerAcknowledgement(): void + receiveFromServer(): void + receiveServerRequest(): void + sentToClient(): void + sendClientAcknowledgement(): void + receiveFromClient(): void + receiveClientRequest(): void - printByteArray(b : byte[]) : void + closeSocket(): void + main(args[] : String) : void Server - sendPacket, receivePacket : DatagramPacket - sendAndReceiveSocket : DatagramSocket - data : byte[] + Server() + sendData(): void + sendRequest(): void + receiveData(): void + receiveAcknowledgement(): void - printByteArray(b : byte[]) : void

+ closeSocket() : void + main(args[] : String) : void