+ManagerConnection

- socket: Socket

ou: ObjectOutputStreamin: ObjectInputStream

- <u>SINGLETON: ManagerConnection = new ManagerConnection(){readOnly}</u>

+ getManagerConnection(): ManagerConnection

- ManagerConnection()

- + ServerComunication(int,float,float,String,String)
- + closeConnection()
- closeStreams()
- + getInputStream():ObjectInputStream + getOutputStream():ObjectOutputStream
- + initConnection(String,String)
- openStreams()+ readString(): String