

client.conn.Server.closeGame

```
graph LR; A[client.conn.Server.closeGame] --> B[pt.up.fe.lpro1613.sharedlib.conn.Connection.sendAndReceive]; A --> C[pt.up.fe.lpro1613.sharedlib.conn.Connection.sendOnly];
```

pt.up.fe.lpro1613.sharedlib.conn.  
Connection.sendAndReceive

pt.up.fe.lpro1613.sharedlib.conn.  
Connection.sendOnly