

UML Class Diagrams

Client

- Socket: DatagramSocket
- sendPacket: DatagramPacket
- receivePacket: DatagramPacket

- + sendReceiveDatagram(void): void
- + main(String[] args): static void

Host

- Socket: DatagramSocket
- sendSocket: DatagramSocket
- receiveSocket: DatagramSocket
- sendPacket: DatagramPacket
- receivePacket: DatagramPacket

- + receiveAndSend(void): void
- + main(String[] args): static void

Server

- + read[0..3]: byte = {0,3,0,1}
- + write[0..3]: byte = {0,4,0,0}
- receiveSocket: DatagramSocket
- sendSocket: DatagramSocket
- receivePacket: DatagramPacket
- sendPacket: DatagramPacket

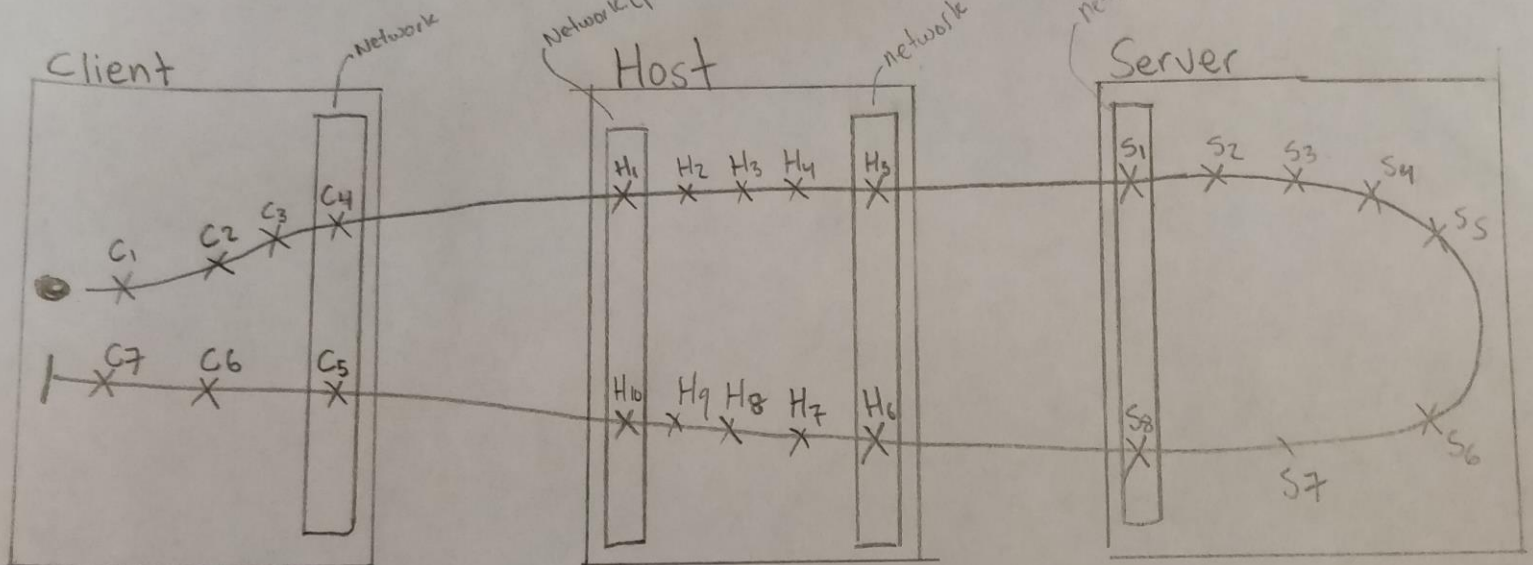
- + sendReceiveServer(void) void
- + main(String[] args): static void

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- C1 - create message
- C2 - create datagram
- C3 - print message
- C4 - send datagram
- C5 - receive datagram
- C6 - extract response
- C7 - print response

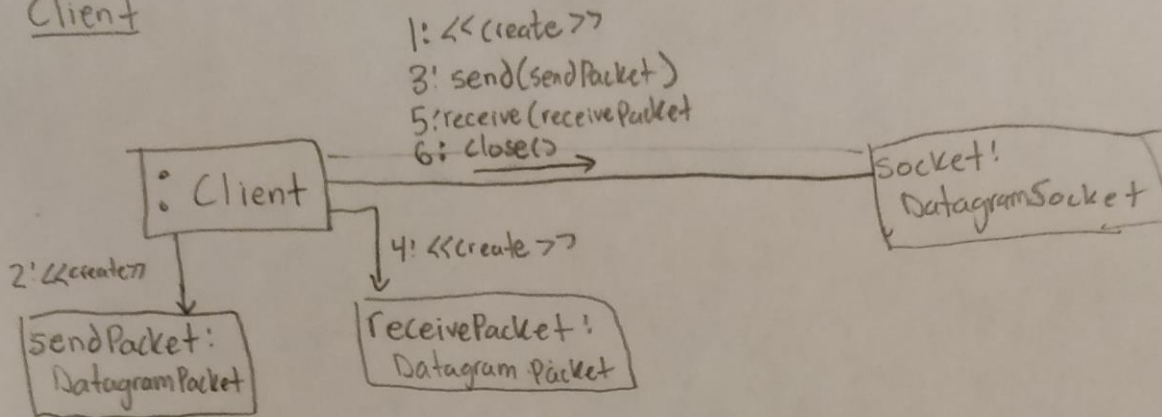
- H1 - Receive datagram
- H2 - extract message
- H3 - print message
- H4 - create datagram
- H5 - send datagram
- H6 - Receive datagram
- H7 - extract response
- H8 - print response
- H9 - create datagram
- H10 - send datagram

- S1 - Receive datagram
- S2 - extract message
- S3 - verify message
- S4 - print message
- S5 - create response
- S6 - create datagram
- S7 - print response
- S8 - send datagram

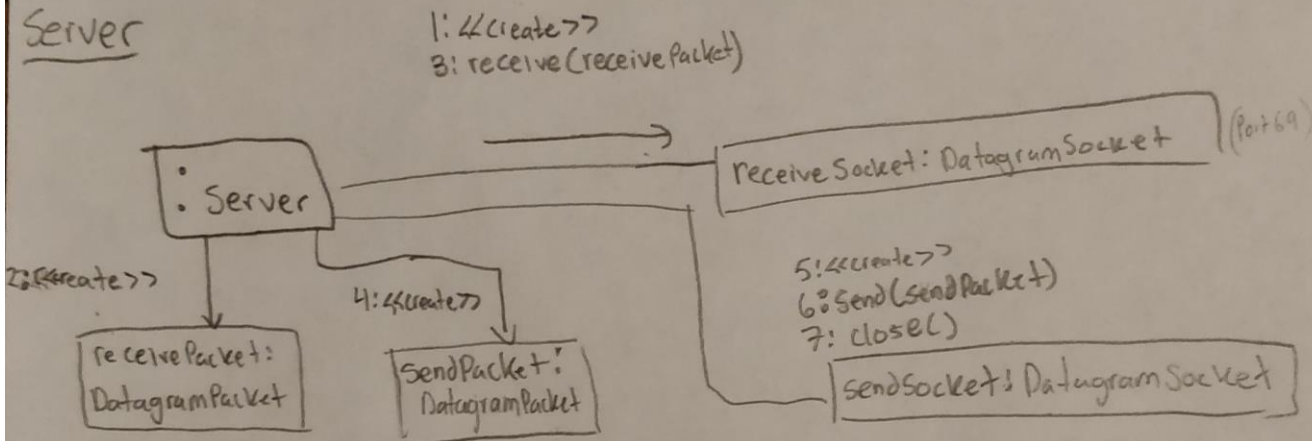
UML Collaboration Diagrams

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Client



Server



Host

