

Connection Manager

Objectives

1. To demonstrate your understanding of objects and functions
2. To demonstrate your understanding of controlling execution
3. To demonstrate your understanding of access controllers

Overview

Create a class called `ConnectionManager`. A client programmer must not be able to explicitly create and delete `Connection` objects, but can only get them via a static method in `ConnectionManager`. When the `ConnectionManager` runs out of objects, it returns a null reference. Test the classes in `main()`.

Unit Test

UML is required Unit test in place before proceeding with code

Instructions

1. Program must have static methods for adding, removing and displaying `Connection` objects
2. Each `Connection` object should have private fields for port number and IP address that are accessed with getters and setters
3. Print final output to screen