

UML Class Diagram



- + DatagramPacket: recieveClientPacket
- + DatagramPacket: sendServerPacket
- + DatagramPacket: receiveServerPacket
- + DatagramPacket: sendClientPacket
- + DatagramSocket: clientSendReceiveSocket
- + DatagramSocker: serverSendReceiveSocket
- + receiveAndSendToServerAndClient()

Client

- +DatagramPacket: sendPacket
- + DatagramPacket: receivePacket
- + DatagramSocket: sendReceiveSocket
- + sendToIntermediateHostAndReceive(byte[]: requestTypeBytes)

Server

- + DatagramPacket: receivePacket
- + DatagramPacket: sendPacket
- + DatagramSocket: receiveSocket
- + DatagramSocket: sendSocket
- + receiveAndSendToHost()