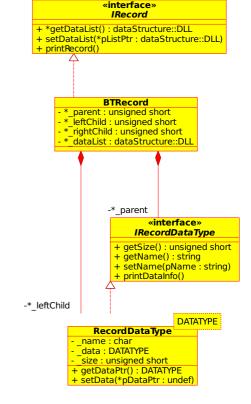
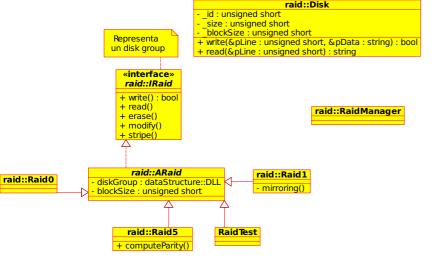
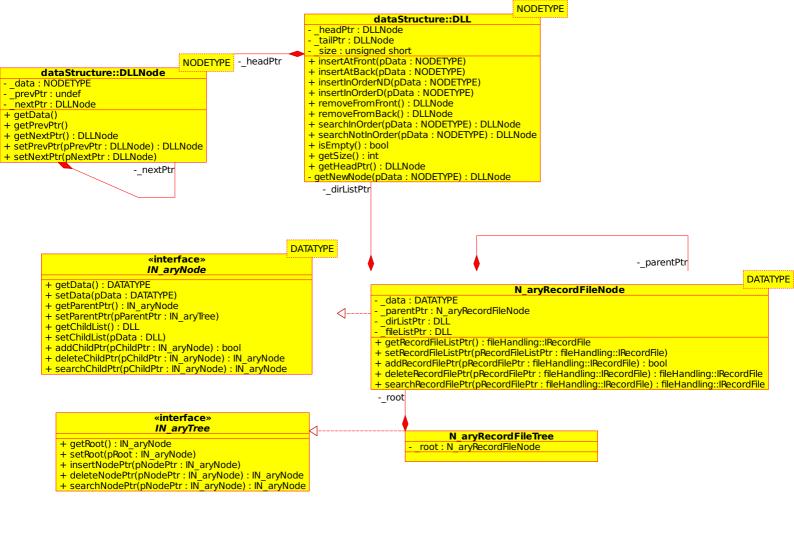
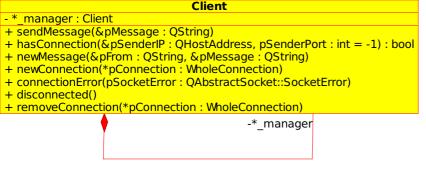


winterface» IMetadata + *getRecordStructPtr() : dataStructure::DLL + getFileName() : string + setFileName(&pFileName : string) + getFileSize() : unsigned short + setFileSize(&pFileSize : unsigned short) + getBlockSize(&pSize : unsigned short) + getBowner() : string + setOwner() : string + setOwner(&pOwner : string) + *getFreeBlockListPtr() : dataStructure::DLL + setFreeBlockList(*pListPtr : dataStructure::DLL + setBlockUsedListPtr() : dataStructure::DLL + setBlockUsedList(*pListPtr : dataStructure::DLL + setBlockUsedList(*pListPtr : dataStructure::DLL + setBlockUsedList(*pListPtr : dataStructure::DLL + setBlockUsedList(*pListPtr : unsigned short) + *getBORPtr() : unsigned short + setBORPtr() : unsigned short + setBORPtr() : unsigned short + setBORPtr(*pBORPtr : unsigned short)









Server + PServer(*pParent : Server = 0) + newConnection(*pConnection : WholeConnection) + emitConnection(*pConnection : WholeConnection)

Thread que maneja tanto multiclientes como ControlThread + socketDescriptor : int + run() + controlThread(pDescriptor : int, *pParent : QObject) : ControlThread + newConnection(*pConnection : WholeConnection) : WholeConnection

WholeConnection

- + _numBytesForCurrentDataType : int + _transferTimerId : int
- + sendMessage(&pMessage : QString) : bool
- + readyForUse()
- + newMessage(&pFrom : QString, &pMessage : QString) + readProtocolHeader() : bool
- + hasEnoughData() : bool + processData()

«datatype» QAbstractSocket::SocketError

«datatype» QHostAddress «datatype» **QObject**

«datatype» **QString**

*interface» IParser + create(*pFile : fileHandling::IRecordFile) + write(*pFile : fileHandling::IRecordFile) + read(*pFile : fileHandling::IRecordFile) TXTParser