Web Server UML

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web.controller

Runner

+ main(String[]) : void

Settings

- map : HashMap<String. String>

+ Settings() : constructor
+ get(String) : String
+ is(String) : boolean
+ getInt(String) : int
+ getFloat(String) : float

Server

+ isDebug : bool
- controller : Controller
- routes : Routes
- templater : Templater
- globalData : HashMap<String, String>
- requestsServerd : int
- startTime : long
- currentTime : long
- runTime : long

+ Server(bool) : constructor
+ run(int) : void
+ getRoute(Socket) : String
+ serve(Socket, String, String) : void

Controller

+ request(String): HashMap<String, String>

Templater

+ render(String, map<s, s>, map<s, s>)
- includeFiles(String) : String
- displayCommands(String) : String
- getMatches(String, String) : ArrayList<String>

web.model

Route

+ title : String
+ file : String
- ext : String

+ Route(String, String) : constructor
+ getType() : String
+ getContent() : String

Attributes

Routes

- routes : ArrayList<Route>
- error404 : Route

+ Routes() : constructor
+ get(String) : Route

view

folder full of html files