

The Email class creates and sends an email through the use of a SMTP server

Email

-m_senderEmail: String = ""
-m_senderName: String = ""
-m_receiverEmail: String = ""
-m_subject: String = ""
-m_message: String = ""

+Email(sender_email: String, sender_name: String)
+setReceiver(receiver: String)
+setSubject(subject: String)
+setMessage(msg: String)
+send(): boolean

The Command class processes a command line string to extract and store a command and its arguments, provides methods to retrieve these values

Command

-m_cmd: String
-m_args: String

+Command(line: String)
+getCmd(): String
+getArgs(): String

Used to create an OpenGL texture ID

Texture

+Texture(buffer: ByteBuffer, width: int, height: int)
+getID(m_ID: int)
+getWidth(m_width: int)
+getHeight(m_height: int)