

Client-Server - Lab. UML

Client

- Socket: Socket
- Out: PrintWriter
- In: BufferedReader

+ Client(host: String, port: int)
+ getSocket(): Socket
+ handshake(): void
+ request(msg: String): String

Server

- serverSocket: ServerSocket
- clients: List<ClientHandler>
- connectedTimes: List<LocalDateTime>

+ server(port: int)
+ serve(client: int): void
+ disconnect(): void
+ getConnectedTimes(): List<LocalDateTime>
- ClientHandler (private inner class)