

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>
-connectTimes: List<LocalDateTime>
+server(port: int)
+serve(clients: int): void
+disconnect(): void
+getConnectTimes(): List<LocalDateTime>
-ClientHandler (private inner class)