```
std::basic_string<
         char >
           Λ
       std::string
             #serialized
       Serializer
# objectId
# messageCode
# objectType
+ Serializer()
+ Serializer()
+ Serializer()
+ ~Serializer()
+ getSerialized()
+ getObjectId()
+ getMessageCode()
+ getMessageLength()
+ getObjectType()
+ setDispatchAll()
+ setDispatchClient()
+ getDispatchAll()
+ getDispatchClientID()
# serialize()
   PositionSerializer
 + PositionSerializer()
 + PositionSerializer()
 + ~PositionSerializer()
 + serialize()
# serializePosition()
           Λ
  MovementSerializer
+ MovementSerializer()
 ~MovementSerializer()
+ serialize()
```