

ClientAgent	ServerAgent	Packet	Packet
<div><ul style="list-style-type: none">- USHORT SERVERPORT- WSADATA Wsadata- SOCKET Listen_Socket- SOCKADDR_IN ServerAddress- SOCKET clientSocket- SOCKADDR_IN clientAddress- INT AddressLen- TCHAR Buffer(BUFSIZE + 1)- HANDLE hSemaphore- vector<pair<SOCKET, SOCKADDR_IN>> clientList</div>	<div><ul style="list-style-type: none">- USHORT SERVERPORT- WSADATA Wsadata- SOCKET Listen_Socket- SOCKADDR_IN ServerAddress- SOCKET clientSocket- SOCKADDR_IN clientAddress- INT AddressLen- TCHAR Buffer(BUFSIZE + 1)- HANDLE hSemaphore- vector<pair<SOCKET, SOCKADDR_IN>> clientList</div> <div><ul style="list-style-type: none">+ ServerAgent();+ ~ServerAgent();+ VOID error_Out(const TCHAR* Msg);+ VOID error_Display(const TCHAR* Msg);+ VOID setReadyState();+ VOID communicate();+ static DWORD WINAPI SocketReceiver(LPVOID lpParam);+ static DWORD WINAPI Socketreq_con(LPVOID lpParam);+ static DWORD WINAPI Socketreq_move(LPVOID lpParam);+ static DWORD WINAPI Socketreq_chat_string(LPVOID lpParam);+ static DWORD WINAPI Socketreq_close(LPVOID lpParam);+ Packet deserializePacket(const char* buffer);+ void displayPacket(const Packet& packet);+ void extractCoordinates(const char* data, char& x, char& y, char& z);</div>	<div><ul style="list-style-type: none">- short length;- const char* header;- const char* data;- short end;</div> <div><ul style="list-style-type: none">+ void ack_con(Packet* packet, const string& str, char* buffer);+ void ack_move(Packet* packet, const string& str, char* buffer);+ void ack_chat_string(Packet* packet, const string& str, char* buffer);+ void ack_close(Packet* packet, const string& str, char* buffer);</div>	<div><ul style="list-style-type: none">- short length;- const char* header;- const char* data;- short end;</div> <div><ul style="list-style-type: none">+ void req_con(Packet* packet, const string& str, char* buffer);+ void req_move(Packet* packet, const string& str, char* buffer);+ void req_chat_string(Packet* packet, const string& str, char* buffer);+ void req_close(Packet* packet, const string& str, char* buffer);</div>

