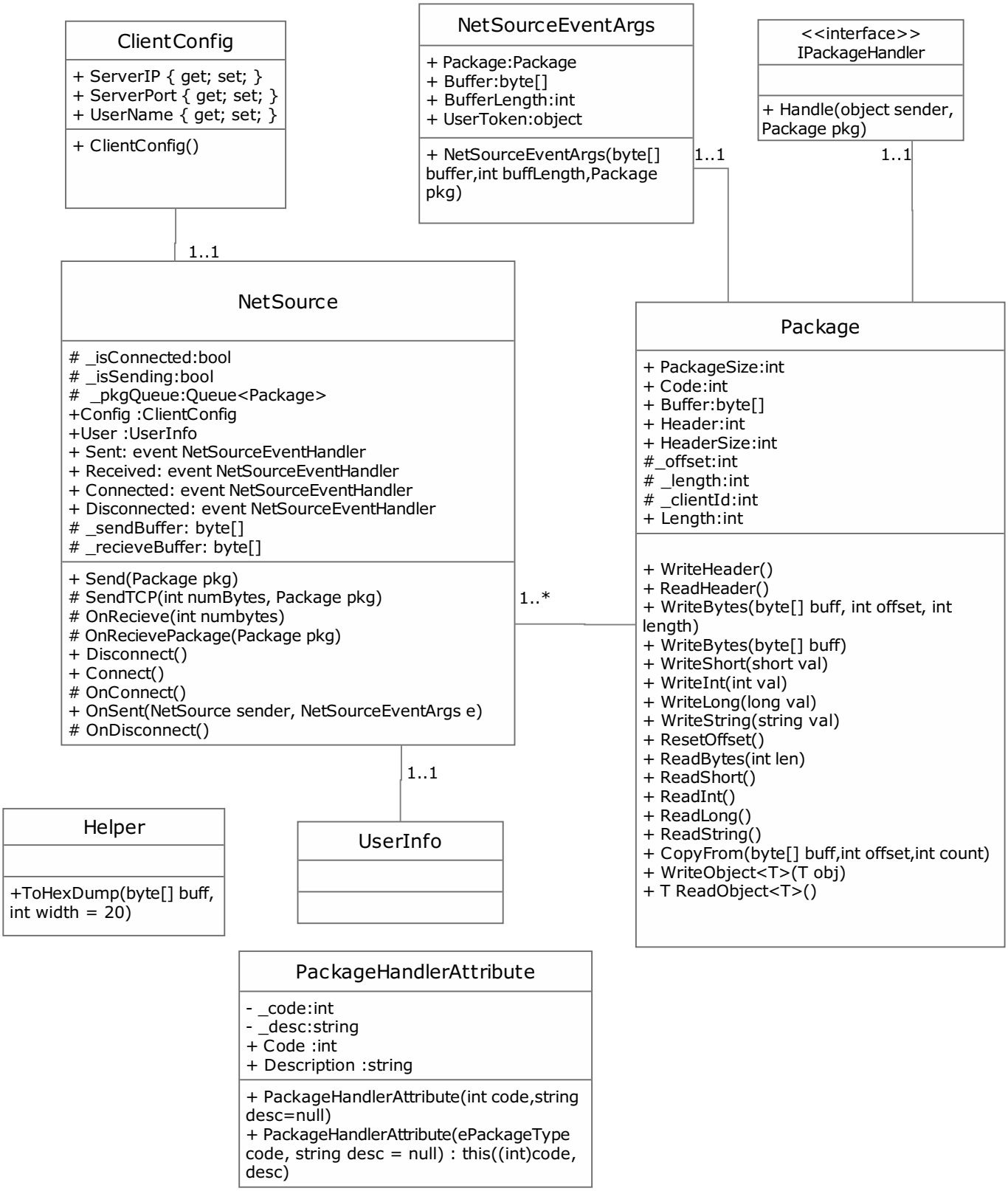
ClientConfig
+ ServerIP { get; set; }
+ ServerPort { get; set; }
+ UserName { get; set; }
+ ClientConfig()
NetSourceEventArgs
+ Package:Package
+ Buffer:byte[]
+ BufferLength:int
+ UserToken:object
+ NetSourceEventArgs(byte[] buffer,int buffLength,Package pkg)
<<interface>>
IPackageHandler
+ Handle(object sender, Package pkg)
1..1
1..1
1..1
NetSource
_isConnected:bool
_isSending:bool
_pkgQueue:Queue<Package>
+Config :ClientConfig
+User :UserInfo
+ Sent: event NetSourceEventHandler
+ Received: event NetSourceEventHandler
+ Connected: event NetSourceEventHandler
+ Disconnected: event NetSourceEventHandler
# _sendBuffer: byte[]
# _recieveBuffer: byte[]
+ Send(Package pkg)
# SendTCP(int numBytes, Package pkg)
# OnRecieve(int numbytes)
# OnRecievePackage(Package pkg)
+ Disconnect()
+ Connect()
# OnConnect()
+ OnSent(NetSource sender, NetSourceEventArgs e)
# OnDisconnect()
1..*
Package
+ PackageSize:int
+ Code:int
+ Buffer:byte[]
+ Header:int
+ HeaderSize:int
#_offset:int
_length:int
_clientId:int
+ Length:int
+ WriteHeader()
+ ReadHeader()
+ WriteBytes(byte[] buff, int offset, int length)
+ WriteBytes(byte[] buff)
+ WriteShort(short val)
+ WriteInt(int val)
+ WriteLong(long val)
+ WriteString(string val)
+ ResetOffset()
+ ReadBytes(int len)
+ ReadShort()
+ ReadInt()
+ ReadLong()
+ ReadString()
+ CopyFrom(byte[] buff,int offset,int count)
+ WriteObject<T>(T obj)
+ T ReadObject<T>()
1..1
Helper
+ToHexDump(byte[] buff, int width = 20)
UserInfo
PackageHandlerAttribute
- _code:int
- _desc:string
+ Code :int
+ Description :string
+ PackageHandlerAttribute(int code,string desc=null)
+ PackageHandlerAttribute(ePackageType code, string desc = null) : this((int)code, desc)