QThread SimpleConnection # isWork # adress # socket # out # mutex # messages + SimpleConnection() + ~SimpleConnection() + openConnection() + sendDiff() + getBulder() # run() # addMessage() # onSocketError() # onReadyRead() #parentThread\#receiver SimpleConnection::Receiver Thread # socket # in # isStart # isWork # isLoopActive + ReceiverThread() + ~ReceiverThread() + istThreadStart() + stop() # run()