

Network

Classname:GUI
+ field: type
+ addNode: void + deleteNode: void + showInformation: string

Class: Device
- IP: string
+ establishConnection:int + stopConnection:void + sendData: void + receiveData: void

Classname:Gateway
- receivedData: string - nodesConnected: int
+ receiveData: void - forwardData: void

Classname: Node
- nodeID: int - state: bool
+ method(type): type + getIDs: string - setID(int): int