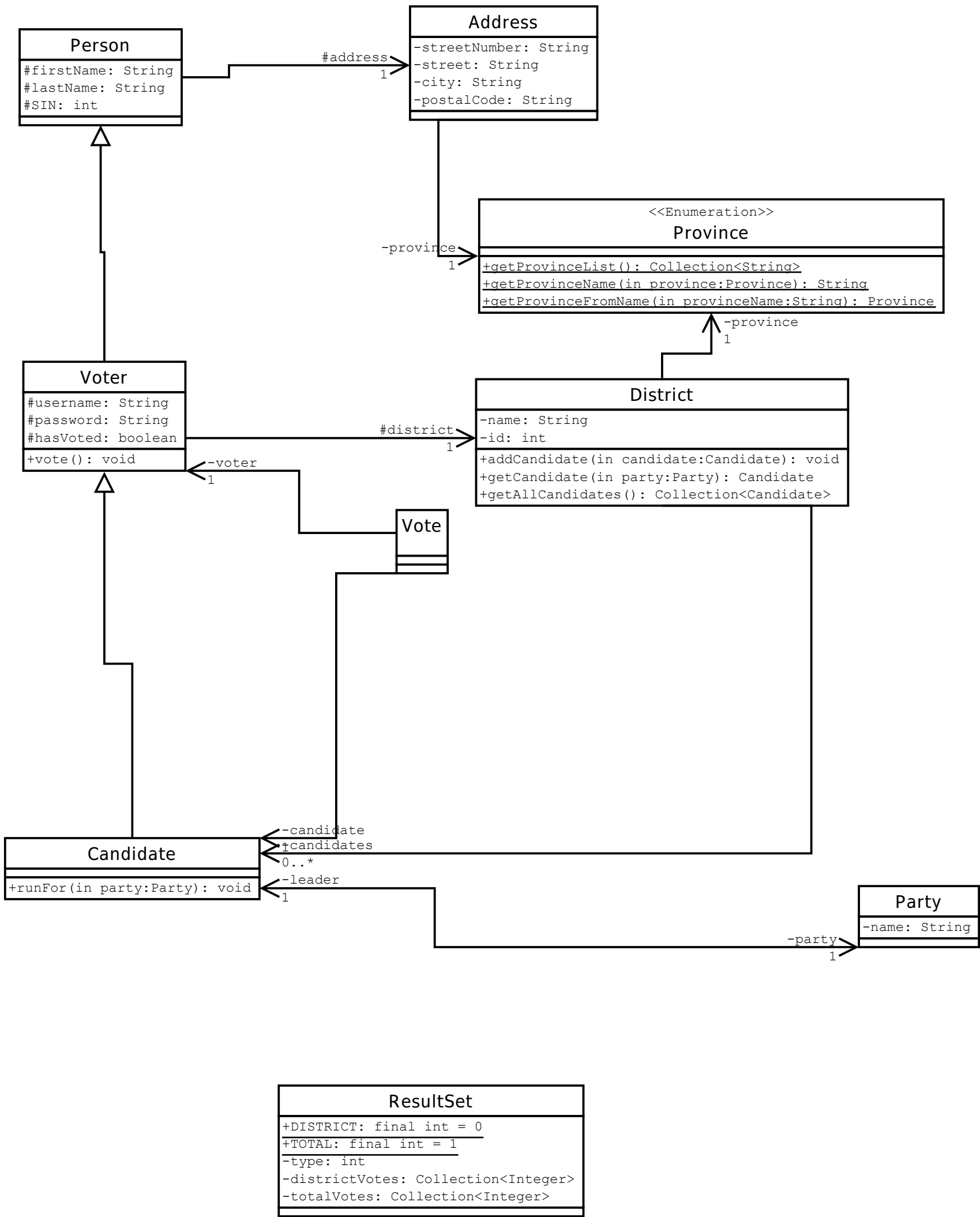


MODEL:



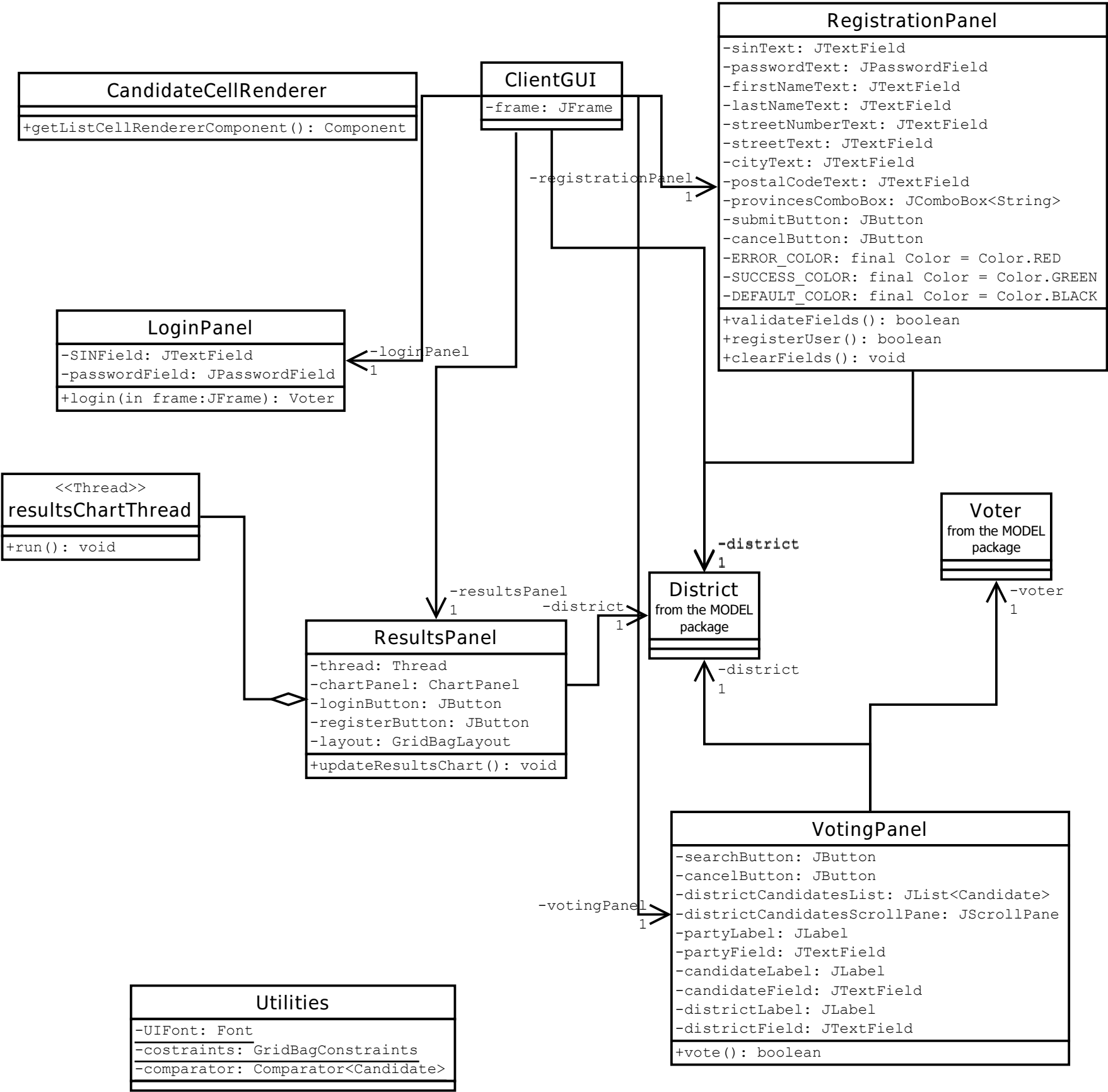
NETWORK:

Message
+Method: enum = {GET, POST, PUT, DELETE, CONNECT}
-data: Object
-method: Method
-checksum: long
-length: int
-senderPort: int
-type: Type
-senderAddr: InetAddress
+calculateChecksum(in data:Object): long
+getBytes(data:Object): byte[]
+getBytes(): byte[]
-calculateLength(): void

<<Exception>>
MessageCorruptException

WSocket
+PACKET_LEN: final int = 500
+FRAG_LEN: final int = 200
-TIMEOUT: int = 10
-socket: DatagramSocket
-addr: InetAddress
-port: int
+listen(in port:int,in host:String): WSocket
+listen(in port:int): WSocket
+connect(in port:int,in host:String): WSocket
+connect(,in port:int): WSocket
+close(): void
+receive(): Message
-sendConfirmation(in port:int,in host:InetAddress): void
+send(in msg:Message): void
+sendTo(in msg:Message,in port:int): void
+sendReceive(in msg:Message,in port:int, in host:InetAddress): Message
+sendReceive(in msg:Message): Message
-receiveFragments(): Message
-sendFragments(in msg:Message,in port:int, in host:InetAddress): void

VIEW:



CONTROLLER:

