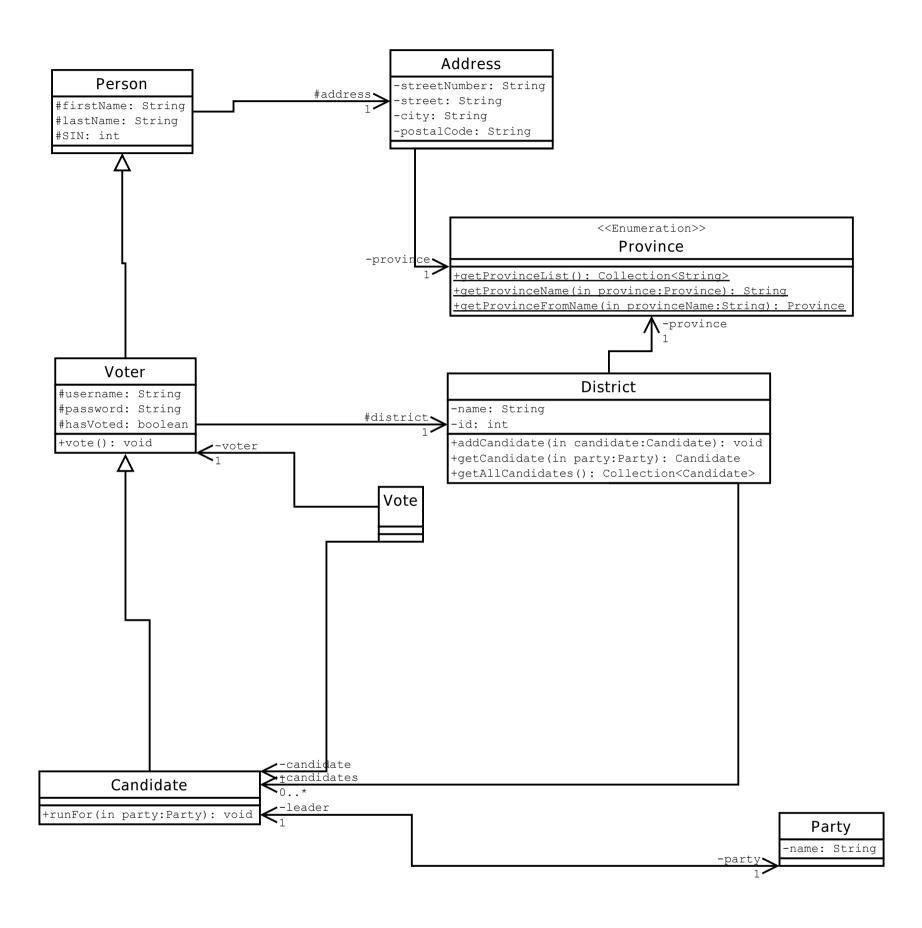
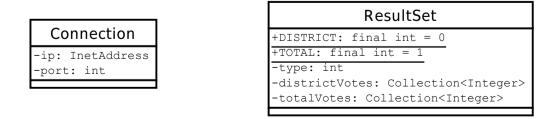
MODEL:





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

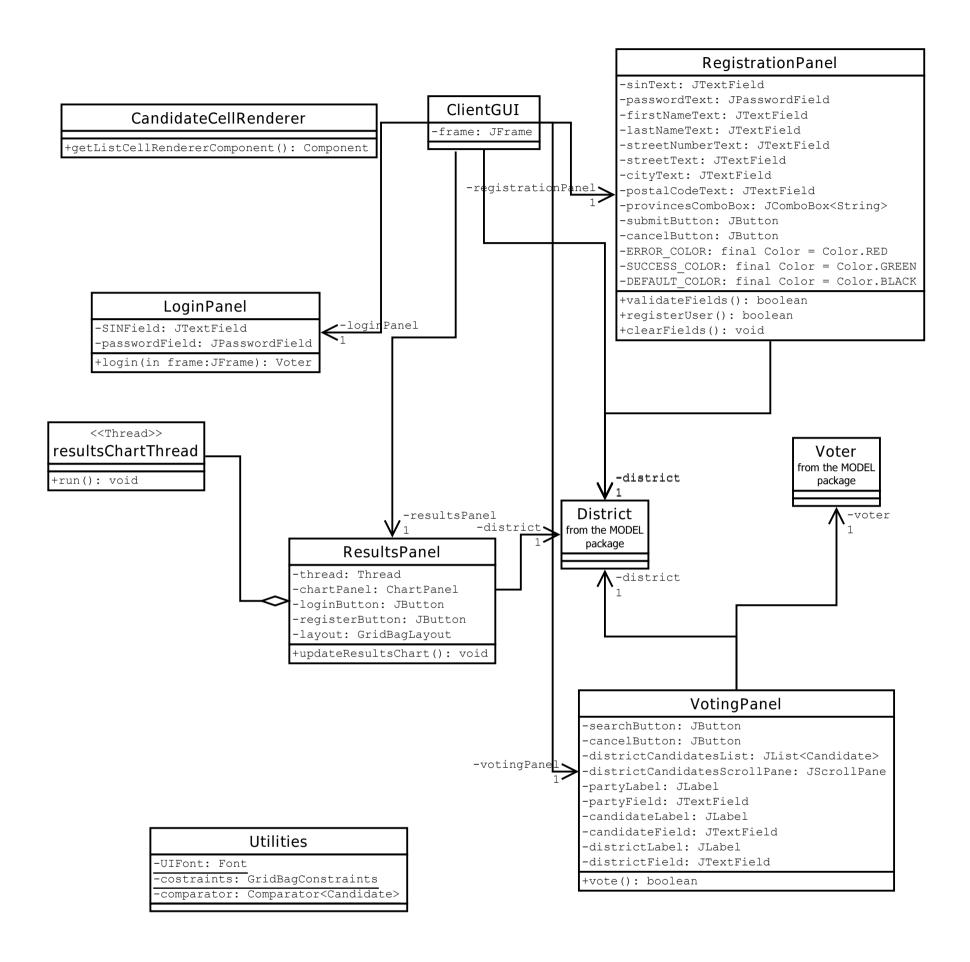
WSocket +PACKET LEN: final int = 500 +FRAG LEN: final int = 200 -TIMEOUT: int = 10-socket: DatagramSocket -addr: InetAddress -port: int +listen(in port:int,in host:String): WSocket +listen(in port:int): WSocket +connect(in port:int,in host:String): WSocket +connect(,in port:int): WSocket +close(): void +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 -socket

WServerSocket

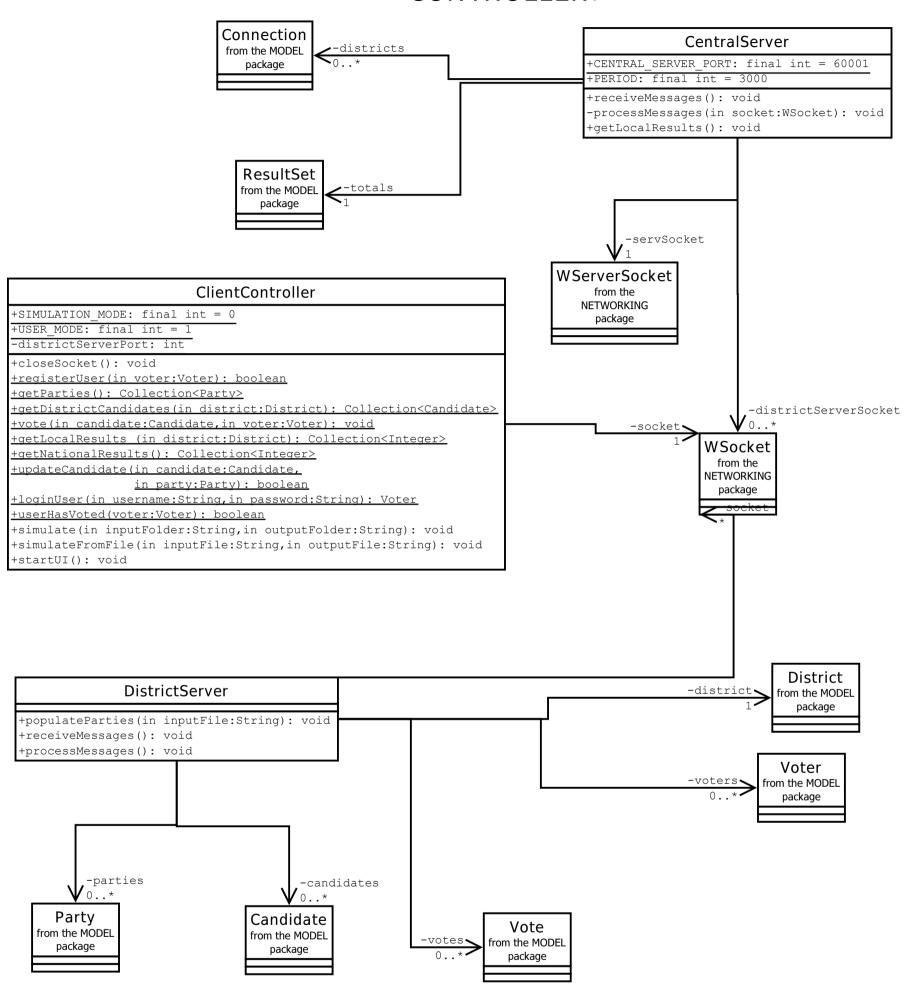
+accept(): WSocket

-port: int

VIEW:



CONTROLLER:



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