Client

- -sendPacket: DatagramPacket
- -receivePacket: DatagramPacket
- -sockRs: DatagramSocket
- -rcvData: byte

- +Client()
- +send(int, String, String): void
- +buildAck(int, InetAddress, int): DatagramPacket
- +handRead(String): void
- +handleWrite(String): void
- +main(String[]): void

Host

- +sendPacket: DatagramPacket
- +receivePacket: DatagramPacket
- +sockR: DatagramSocket
- +sockS: DatagramSocket
- +rcvData: byte[]
- +client: boolean
- +clientport: int

- +Host()
- +receive(): void
- +main(String[]): void

Server

- +receiveSocket: DatagramSocket
- +receivePacket: DatagramPacket
- +serverConsoleThread: Thread
- +allResponseThreads: ThreadGroup
- +int: num

- +Server()
- +main(String[]): void

ClientConnectionThread<<thread>>

- +ACKPacket: DatagramPacket
- +dataPacket: DatagramPacket
- +threadId: int
- +fileController: AsynchronousFileChannel
- +dataBuffer: ByteBuffer
- +errorBuffer: ByteBuffer

- +ClientConnectionThread(DatagramPacket, int)
- +run(): void
- -parse(): int
- -respondRead(String, String): int
- -respondWrite(String, String): int
- -respondError(String, int): int

HostConnectionManager<<thread>>

- +socket DatagramSocket
- +datagramIn: DatagramPacket
- +datagramOut: DatagramPacket
- +originalRequest: DatagramPacket
- +clientAddress: SocketAddress
- +serverAddress: SocketAddress
- +data: byte[]
- +originalData: byte[]
- +originalLength: int

- +HostConnectionManager(DatagramPacket)
- +run(): void

ServerConsoleThread<<thread>>

- +shutdownCode: String
- +consoleResponse: BufferedReader

- +run(): void

Host — HostConnectionManager: 1 to 0..*

Server — ClientConnectionThread: 1 to 0..*

Server — ServerConsoleThread: 1 to 1 (poll)