## Client -sendPacket: DatagramPacket -recievePacket: DatagramPacket -sockRs: DatagramSocket -rcvData: byte -HOSTPORT: int -SERVERPORT: int +Client() +send(int,String,String): void

+buildAck(int,InetAddress,int):DatagramPacket

+handleError():void +handleRead(String):void +handleWrite(String):void +main(String∏): void

## Server receiveSocket : DatagramSocket receivePacket: DatagramPacket consoleResponse: BufferedReader 0..\* serverConsoleThread: Thread allResponseThreads: ThreadGroup num: int verbose: boolean +Server(boolean) +createClientThread():void +consoleThreadUI():void +verboseUI():void +main(String[]):void $\bigoplus_{1}$ poll 1 ServerConsoleThread<<thread>> shutdownCode : String flipVerbose: String consoleResponse: BufferedReader

family: ThreadGroup ServerConsoleThread()

run(): void

ServerConsoleThread

+sendRecieveSocket : DatagramSocket

+fileController : AsynchronousFileChannel

+ClientConnectionThread(DatagramPacket,

+ACKPacket : DatagramPacket

+dataPacket : DatagramPacket

+clientRequest : DatagramPacket

+threadId: int

+serverFiles : String

+verbose: boolean

int, boolean)

+run()

-parse()

+dataBuffer: ByteBuffer

+errorBuffer : ByteBuffer

respondRead(String, String) -respondWrite(String, String) -respondError(String, int)

-printMessage(String)

## Host **HostConnectionManager** -sendPacket : DatagramPacket +socket : DatagramSocket -receivePacket : DatagramPacket +datagramIn: DatagramPacket -sockR: DatagramSocket +datagramOut : DatagramPacket 0..\* 1 -sockS: DatagramSocket +originalRequest : DatagramPacket -rcvData : byte[] +clientAddress : SocketAddress +serverAddress : SocketAddress -client : boolean -clientport : int +data : byte∏ +originalData : byte[] +Host() +originalLength: int +receive():void +main(String∏):void +HostConnectionManager(DatagramPacket) +run()