



Connection

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	-net: Se
	-storage
	i Server

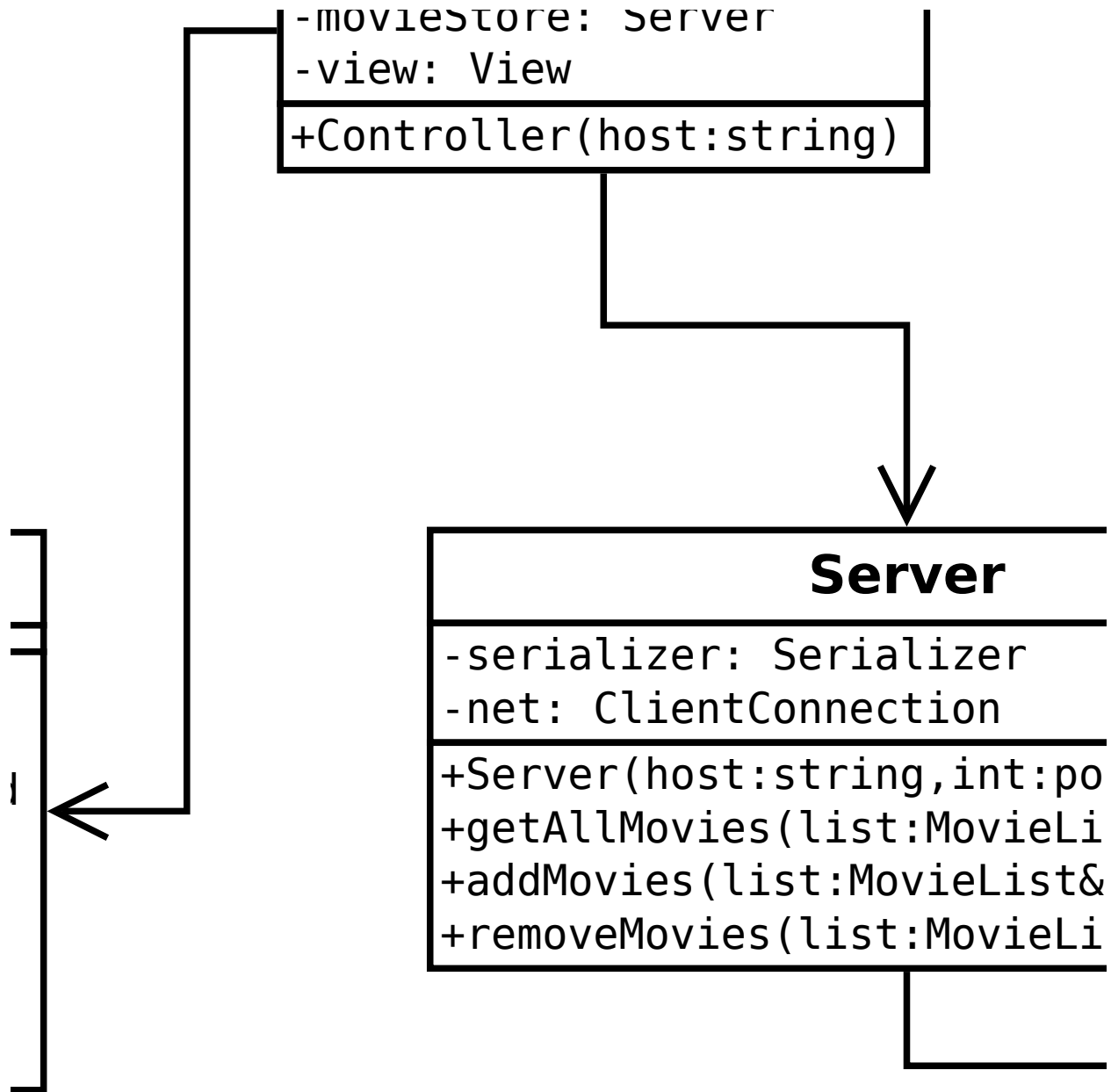
ServerControl
serverConnection
Storage
Control ()

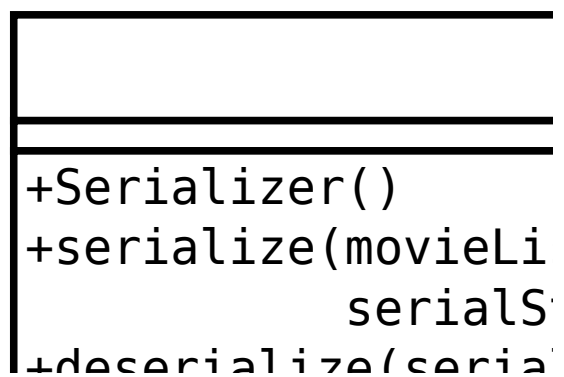
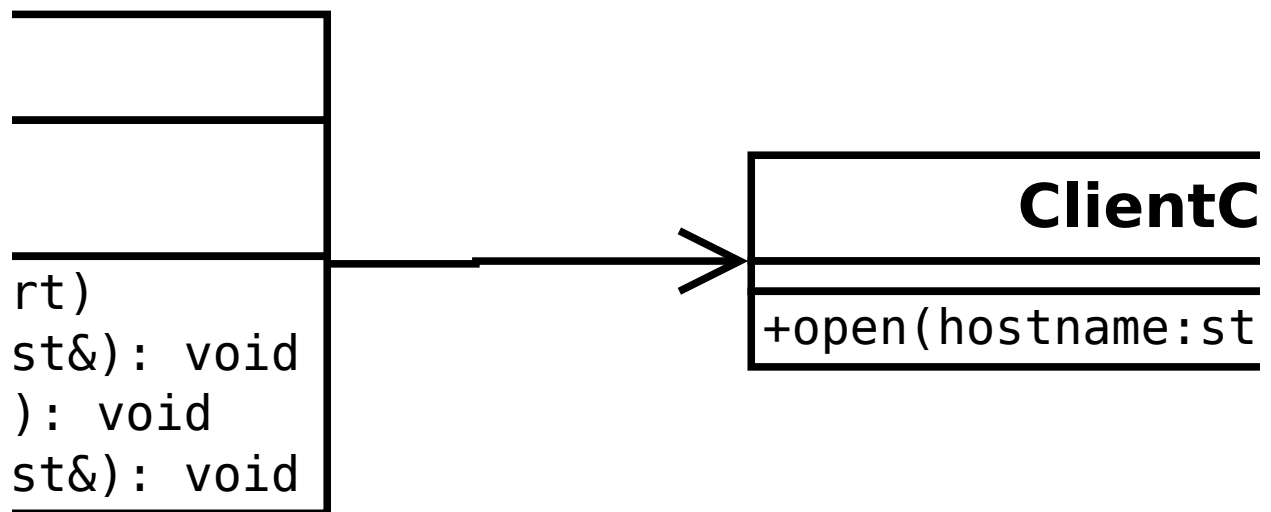
-title: S
-year: in

Movie	
tring	
+	

View

```
+View()  
+listMovies(list:MovieList&): void  
+listMoviesReverse(list:MovieList&): void  
+getMenuChoice(): int  
+displayMessage(message:string&): void  
+getMovies(list:MovieList&): void  
+deleteMovie(): string  
+getGenre(): Genre
```



```
+Connection()  
+transmit(message:string): bool  
+receive(message:string&): bool  
+good(): bool  
+closeConn(): void
```



onnection

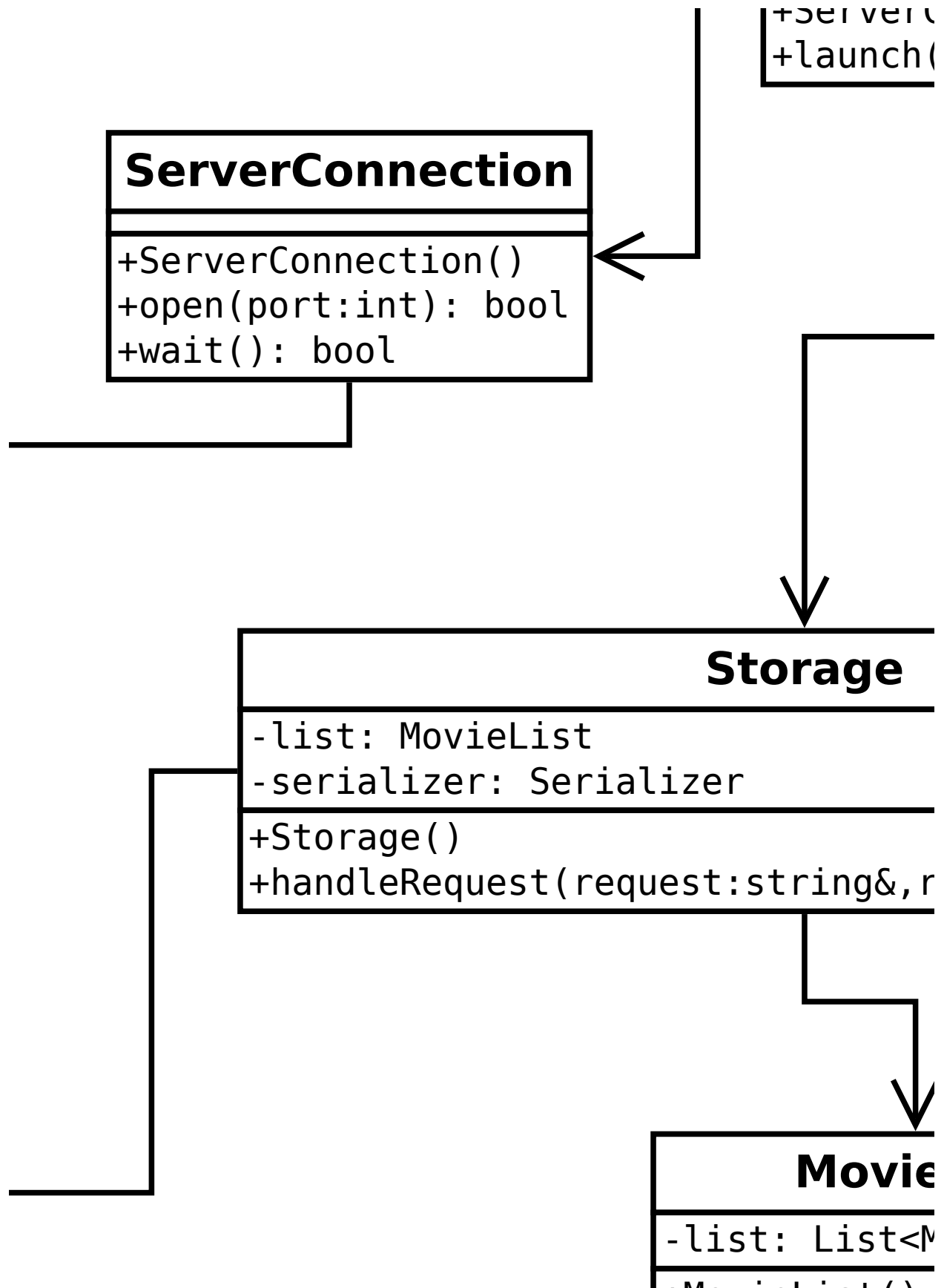
```
ring,port:int): bool
```

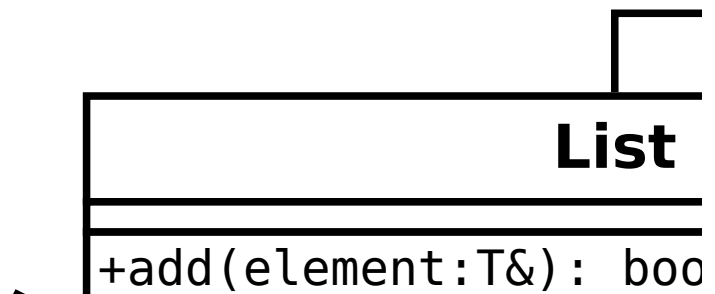
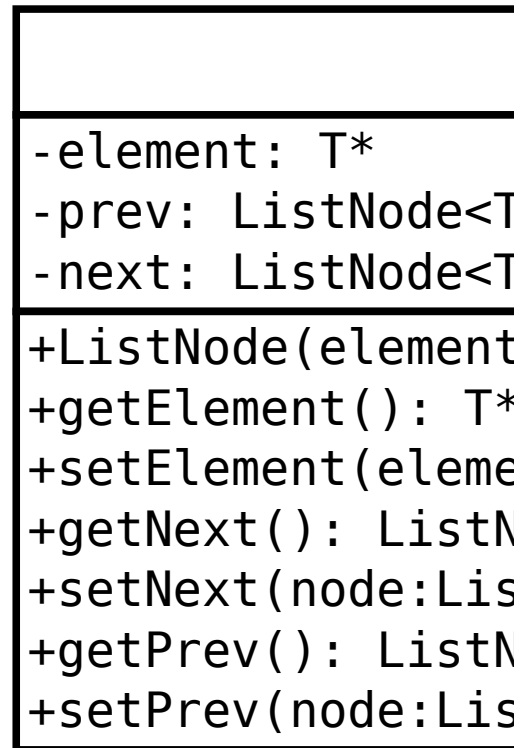
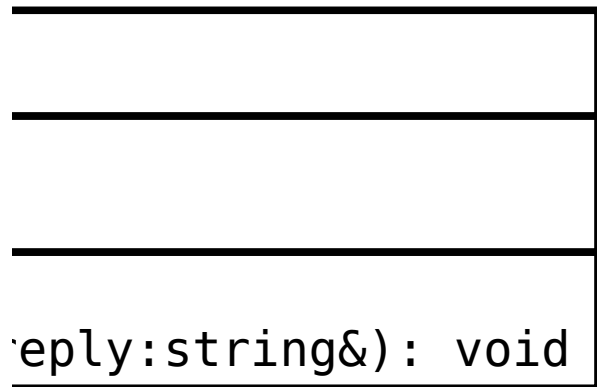
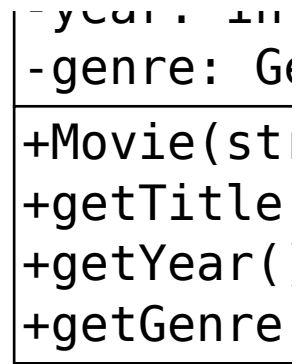
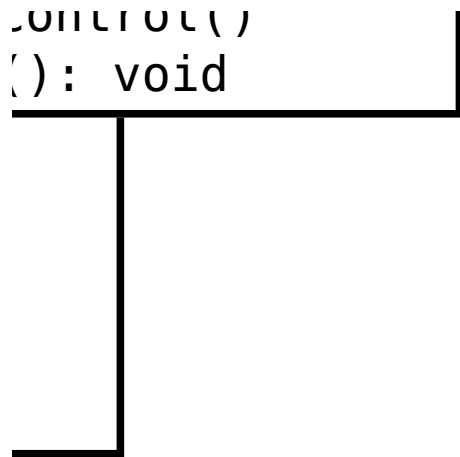


Serializer

```
st:MovieList&,action:UpdateType&,  
tr:string&): void  
1Str:string&, action:UpdateType&.
```







Genre
string, int, Genre): Movie (): string&): int (): Genre



ListNode
<pre> T*>* T*>* ::T*,prev:ListNode<T>*,next:ListNode<T>*) : ent:T*): T* lode<T>* tNode<T>*): void lode<T>* tNode<T>*): void </pre>

