

+UdpSocket(func: std::function<void(Event const &)> const &)

+writePacket(array: QByteArray const &)

+bindSocket()

+readyRead()

Model1::Common

ProtocolHandler

- +ByteArrayToEv(buffer: char *)
- +ByteArrayToStringVec(size: int, array: const char *)
- +EventToByteArray(ev: Event const &)