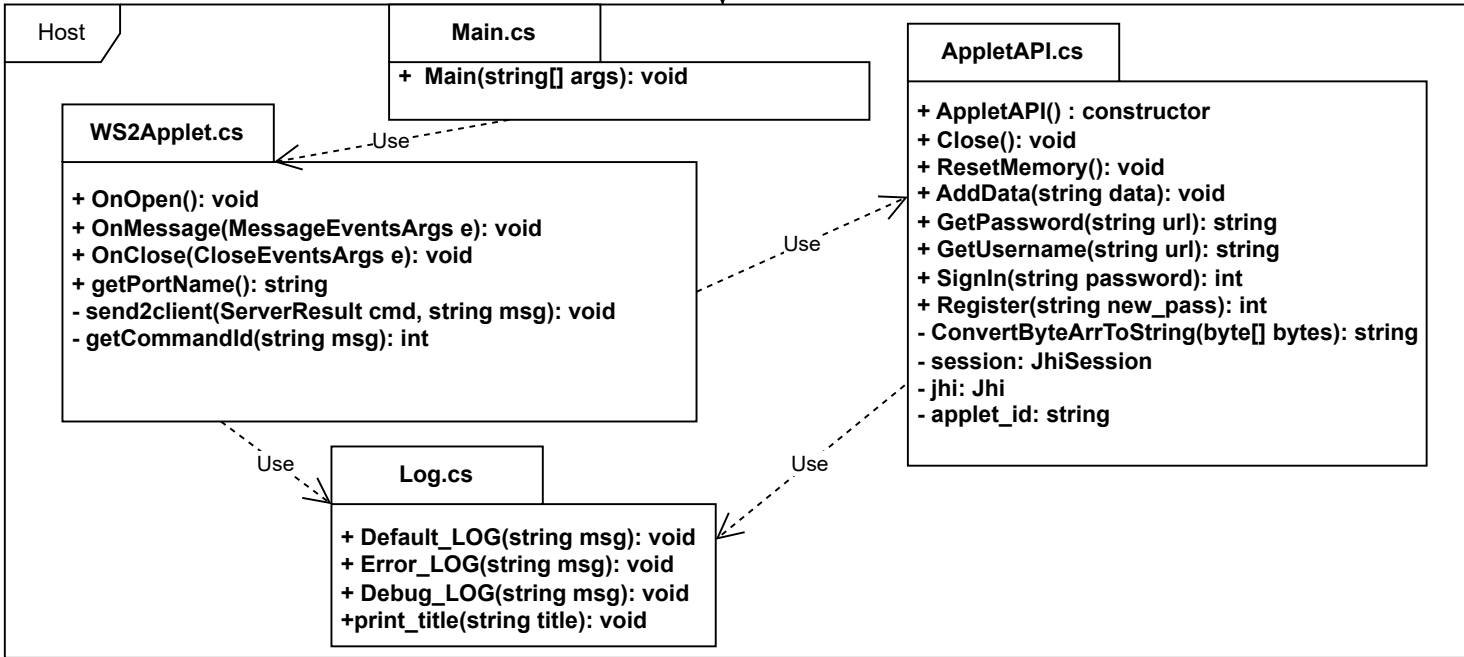
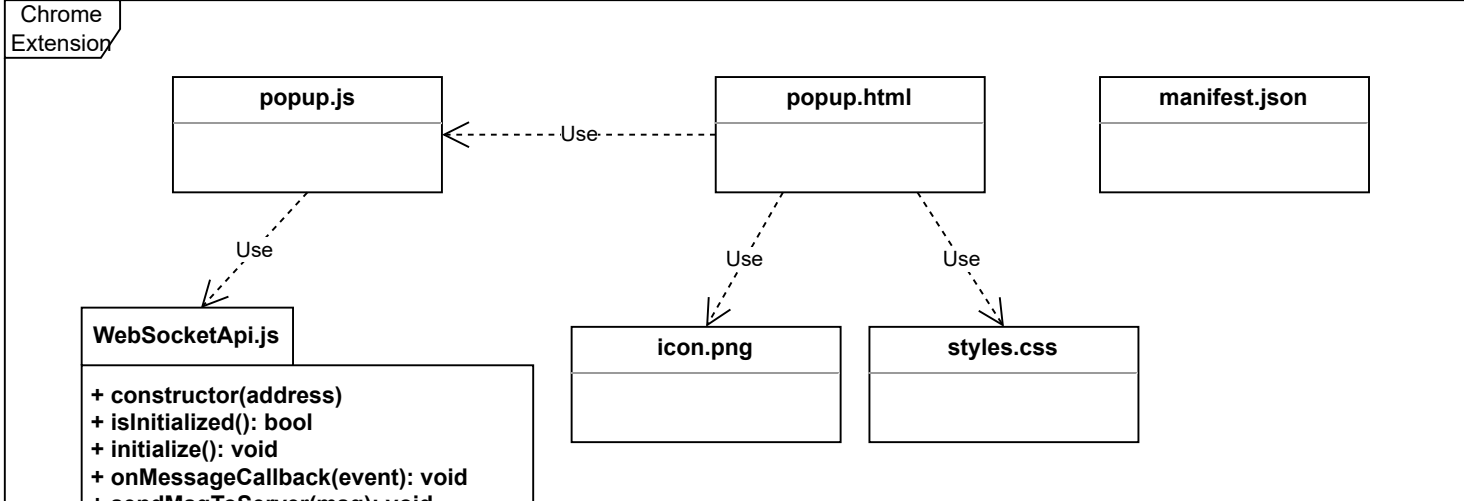


Applet Communication



Socket Communication



+ sendMsgToServer(msg): void