LogReader m_logFile : string m_loginsFile : string m_backupFile : string m_logins : list<LogRec> m_logouts : list<LogRec> m_logs : list<MLogRec> LogReader(logFile : const string&, loginsFile : const strir... readLog() : list<MLogRec>& backup() readLoginsFile() readBackupFile() Client match() m_reader : LogReader& m_sender : LogSender& saveLoginsFile() Client(reader : LogReader&, sender : LogSende... dataMine() <<Interface>> LogSender ♦sendLog(logs: list<MLogRec>.. ConsoleSender SocketSender n_ip : string m_port : short sendLog(logs: list<MLogRec>... m_failFile : string m_sockfd : int SocketSender(ip : const string&, port : short, failFile : const strin... sendLog(logs : list<MLogRec>&) ♠*connectServer() readFailFile(logs : list<MLogRec>&) sendData(logs: list<MLogRec>&) saveFailFile(logs: list<MLogRec>&)