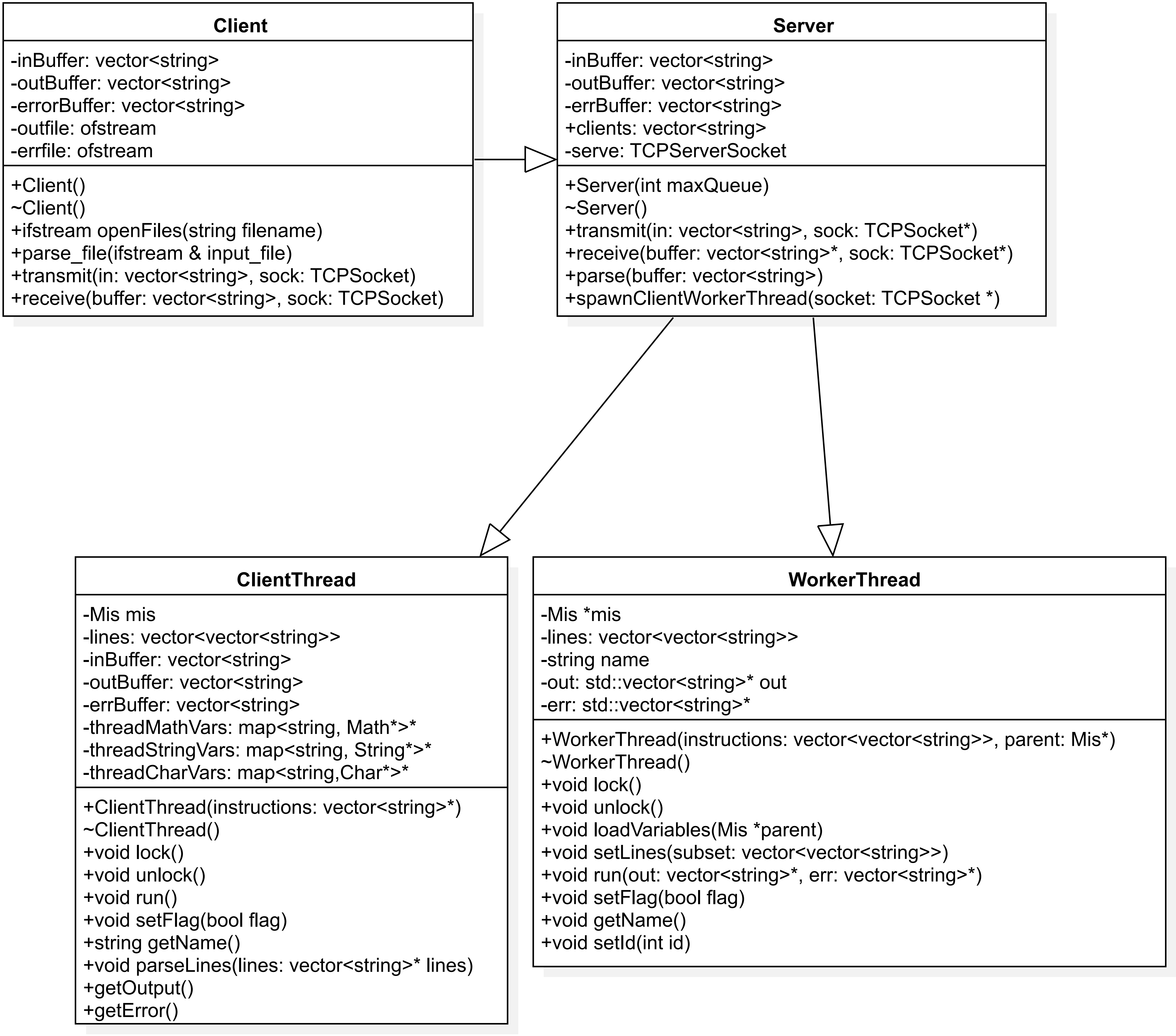

Client

-inBuffer: vector<string>
-outBuffer: vector<string>
-errorBuffer: vector<string>
-outfile: ofstream
-errfile: ofstream

+Client()
~Client()
+ifstream openFiles(string filename)
+parse_file(ifstream & input_file)
+transmit(in: vector<string>, sock: TCPSocket)
+receive(buffer: vector<string>, sock: TCPSocket)

Server

-inBuffer: vector<string>
-outBuffer: vector<string>
-errBuffer: vector<string>
+clients: vector<string>
-serve: TCPServerSocket

+Server(int maxQueue)
~Server()
+transmit(in: vector<string>, sock: TCPSocket*)
+receive(buffer: vector<string>*, sock: TCPSocket*)
+parse(buffer: vector<string>)
+spawnClientWorkerThread(socket: TCPSocket *)

ClientThread

-Mis mis
-lines: vector<vector<string>>
-inBuffer: vector<string>
-outBuffer: vector<string>
-errBuffer: vector<string>
-threadMathVars: map<string, Math*>*
-threadStringVars: map<string, String*>*
-threadCharVars: map<string,Char*>*

+ClientThread(instructions: vector<string>*)
~ClientThread()
+void lock()
+void unlock()
+void run()
+void setFlag(bool flag)
+string getName()
+void parseLines(lines: vector<string>* lines)
+getOutput()
+getError()

WorkerThread

-Mis *mis
-lines: vector<vector<string>>
-string name
-out: std::vector<string>* out
-err: std::vector<string>*

+WorkerThread(instructions: vector<vector<string>>, parent: Mis*)
~WorkerThread()
+void lock()
+void unlock()
+void loadVariables(Mis *parent)
+void setLines(subset: vector<vector<string>>)
+void run(out: vector<string>*, err: vector<string>*)
+void setFlag(bool flag)
+void getName()
+void setId(int id)