UDP

- - SOCKET _sockfd
- - PORT _port
- - char _buffer
- - std::array< SOCKADDR _IN_T, MAX_CLIENTS > _clients
- - SOCKADDR_IN_T _serverAddr
- - std::atomic< bool > _active
- - std::thread _thread

- + UDP(int port)
- + ~UDP()
- + bool init()
- + void start()
- + void stop()
- + void join()
- - int run()
- - uint8_t toByte(input _t input)
- - input_t fromByte(uint8 _t byte)