Nwk::SafeQueue< std ::pair< int, Nwk::InputState > >

-	queue_	
-	mutex_	
+	SafeQueue()	
+	push()	
+	pop()	

Nwk::SafeQueue< Nwk ::PacketToSend >

-	queue_	
-	mutex_	
+	SafeQueue()	
+	push()	
+	pop()	

+receivedInputs   +packetsToSend

Nwk::UdpServer

- m_socket
- m_port
- m_clients
- m_clientCount
- m_running
- m_recvThread
- m_sendThread

+ UdpServer()
+ ~UdpServer()
+ start()
+ stop()
+ join()
+ addClient()
+ removeClient()
+ getClientCount()
+ getClients()
- receiveThread()
- sendThread()
- findClient()