

# Connection Manager

## Objectives

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1. To demonstrate your understanding of objects and functions
2. To demonstrate your understanding of controlling execution
3. To demonstrate your understanding of access controllers

## Overview

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Create a class called `ConnectionManager`. A client programmer must not be able to explicitly create and delete `Connection` objects, but can only get them via a static method in `ConnectionManager`. When the `ConnectionManager` runs out of objects, it returns a null reference. Test the classes in `main()`.

## Unit Test

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UML is required Unit test in place before proceeding with code

## Instructions

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1. Program must have static methods for adding, removing and displaying `Connection` objects
2. Each `Connection` object should have private fields for port number and IP address that are accessed with getters and setters
3. Print final output to screen