

Server
<ul style="list-style-type: none"> - recieveSocket: DatagramSocket - sendSocket: DatagramSocket - recievePacket: DatagramPacket - sendPacket: DatagramPacket + READ: byte[0, 3] = {0, 3, 0, 1} + WRITE: byte[0, 3] = {0, 4, 0, 0}
<ul style="list-style-type: none"> + Server(): void + sendRecieveServer(): void + main(): void

Client
<ul style="list-style-type: none"> - socket: DatagramSocket - recievePacket: DatagramPacket - sendPacket: DatagramPacket
<ul style="list-style-type: none"> + Client(): void + sendRecieveDatagram(): void + main(): void

Host
<ul style="list-style-type: none"> - recieveSocket: DatagramSocket - sendSocket: DatagramSocket - socket: DatagramSocket - recievePacket: DatagramPacket - sendPacket: DatagramPacket
<ul style="list-style-type: none"> + Host(): void + recieveAndSend(): void + main(): void