

Server

C data

- `__init__(self, source_type):` None
- `get_data(self):` list
- `get_arr_file(self):` list
- `read_file(self, file_path, file_sep):` Any
- `get_arr(self):` list
- `get_rand_arr_params(self):` list
- `get_input_params(self, inpt_string, cond_int):` int \ float
- `get_rand_arr(self, lower_limit, upper_limit, n):` list
- `is_number(self, number):` Any
- `is_float(self, number):` bool

C Sockets_e_Hilos

- `socket.socket`

Client

C sorter

- `__init__(self, arr, alg_op, client):` None
- `sort(self):` Any
- `rightPartition(self, array, low, high):` Any
- `leftPartition(self, array, low, high):` Any
- `quickSort(self, array, low, high):` Any / list
- `heapsort(self, arr):` Any / list
- `buildheap(self, arr, n, i):` None
- `mergesort(self, arr):` Any / list

C usr_input

- `__init__(self, string, options_code):` None
- `get_input_op(self):` str