

Assignment 1: Decomposition View

COIS 3040H

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1. A Decomposition view - This module structure view indicates how the client, and the server are composed in terms of components, classes, and methods.

<i>Client</i>
-knockMessage: string -messageSent_1: string -messageSent_2: string -ServerMessage_1: string -ServerMessage_2: string -ServerMessage_err: string -ServerMessage_err1: string
+ClientExit(Socket sender, string SentMessage_quit): void +ConnectwithServer(): void +interactWithServer(Socket sender): void +Main(string[] args): int

<i>Server</i>
-knockJoke: string[] -knockName: string[] -messageRec_1: string -messageRec_2: string -randomArray: Random
+ServerDisconnect(byte[] bytes, Socket handler, string dataExit): void +Listening_fromClient(): void +interactWithClient(Socket handler): void +Main(string[] args): int