

```

server

fileLog
- fichier: std::ofstream
+ fileLog()
+ fileLog(lr; const std::string &): void
+ openLogPath; const std::string &): void
+ closeLog(); void

Input
- generateData: map<char, void(Input;*)>(void)>
- _msg: vector<char*>
- _msg_char: char*
- _isMsg: bool
- _isConnected: bool
- _isConnected: int
- _fileLog: FileLog
+ Input()
+ Input()
- _mac(): void
- _version(): void
- _connect(): void
- _disconnect()
- _log(): void
- _cmdsrv(): void
- _ping(): void
- _pong(): void
- _recvMsg(): void
- _recvMsg(): void
+ _receive(Socket *): void
+ _getListMsg(): vector<char*> &
+ <const> _getIsMac(): bool
+ <const> _getStatus(): int
+ _writeLog(): void

```

