Class OneUrlObj

{

String webPath\_;

Int level\_; //

Int state\_;// 0: not handled; 1: handle\_successed; 2: handle\_failed; 3: other

String domainName\_;

String localPathName\_; // domain name will be replace with this. There is a string list storing all used local path,

};

Class AllUrlsInOnePage

{

List< OneWebObj >urlsInOnePage\_;

Int theNextIndex\_; // you should parse this url: urls\_[theNextIndex\_].

Int successCount\_;

Int failCount\_;

};

Class AllUrls

{

List<AllUrlsInOnePage>allUrls\_;

Int depth\_;

}; // count of this list can be defined, default is 1.

Class HtmlParser

{

List<String> urlRegex\_;

List<String> imgRegex\_;

List<String> soundRegex\_;

List<String> vedioRegex\_;

};

Class HtmlDownloader

{

};

Class FolderStructureGenerator

{

};

Class UserSettingTransporter

{};

1. Request

Requestall urls start at all\_urls[0][0], terminate at all\_urls[user\_defined\_level][n].

Use multi thread.

2. Response

Get a response, then

3. Parse response

4. Get new url, image, css...

5. Create directory

6. Download image, css

7. Request