

UdpSocket	
f	log Log
f	socket DatagramSocket
f	MAX_BUFFER_SIZE int
m	UdpSocket(int)
m	UdpSocket(int, int, int)
m	receive(int) Object
m	send(InetAddress, int, Object) void
m	close() void
p	closed boolean
p	localAddress String
p	localPort int
p	remotePort int
p	remoteAddress InetAddress

UdpServerConnection	
f	serverSocket UdpSocket
f	udpRemoteObject UdpPseudoConnectionContext
m	UdpServerConnection(UdpSocket)
m	receive(int) Serializable
m	receive() Serializable
m	send(Serializable) void
m	close() void

UdpClientConnection	
f	clientSocket UdpSocket
f	receivingTimeout int
m	UdpClientConnection(UdpSocket, int)
m	receive(int) Serializable
m	receive() Serializable
m	send(Serializable) void
m	close() void

UdpServerSocket	
f	socket UdpSocket
m	UdpServerSocket(int, int, int)
m	accept() Connection
m	close() void
p	closed boolean

UdpPseudoConnectionContext	
m	UdpPseudoConnectionContext()
m	UdpPseudoConnectionContext(InetAddress, int, Object)
p	object Object
p	remotePort int
p	remoteAddress InetAddress

UdpClientConnectionFactory	
f	defaultResponseTimeout int
m	connectToServer(String, int, int, int, int) Connection