Connection
Attribute - int portNumber - int[] IPAddress
Method - <<Constructor>>(portNumber : int, IPAddress: int[]) makeConnection (portNumber: int, IPAddress : int[]): Connection setPortNumber (portNumber: int): void setIPAddress(IPAddress : int[]): void getPortNumber(): int getIPAddress (): int[] toString(): String

Connection Manager
Attribute -int numberOfConnections -int MAXCONNECTIONS -ArrayList< Connections>
Method + connectManager (): void -makeConnection (portNumber: int, IPAddress int[]): Connection -addConnection (portNumber: int, IPAddress : int[]: void -removeConnection (index: int): void -printConnections (): void