LogReader m\_logFile : stringm\_loginsFile : string m\_backupFile : string m\_logins : list<LogRec> m\_logouts : list<LogRec> m\_logs : list<MLogRec> LogReader(logFile : const string&, loginsFile : const strir...
readLog() : list<MLogRec>& arbackup() readLoginsFile()
readBackupFile() Client match() m\_reader : LogReader& m\_sender : LogSender& saveLoginsFile() ♦Client(reader : LogReader&, sender : LogSende... dataMine() <<Interface>> LogSender ♦sendLog(logs: list<MLogRec>.. ConsoleSender SocketSender m\_failFile : stringm\_port : short sendLog(logs: list<MLogRec>... m\_ip : string m\_sockfd : int SocketSender(failFile : const string&, port : short, ip : const strin... sendLog(logs : list<MLogRec>&) ♠\*connectServer() ★readFailFile(logs: list<MLogRec>&) sendData(logs: list<MLogRec>&) saveFailFile(logs: list<MLogRec>&)