

aspect SocketCommunication depends on Serializer

ISendable

structural view

ISendable

ServerSocket

+ ServerSocket create(int port)
+ Socket accept()

Socket

+ Socket create(String host, int port)
+ SocketReceiver getReceiver()
+ SocketSender getSender()
+ destroy()

myReceiver

SocketReceiver

+ ISendable receive()

SocketSender

+ send(ISendable s)

mySender

state view ISendable is any

state view SocketReceiver is any

state view socketSender is any

message view send is Serializable.writeRoot

message view receive is Serializable.readRoot

Serializer instantiation

ISerializable → **ISendable**

IReader → **SocketReceiver**

IReader.readRoot → **SocketReceiver.receive**

IWriter → **SocketSender**

IWriter.writeRoot → **SocketSender.send**