System.out.println()

getInetAddress()

inetAddress

getLocalAddress()

sendMessage1: “Hi, I am the client and I request a connection.”

respondMessage1: “I am the server and I accepted the request. Send entity name and position.”

sendMessage2: “Sending entity with name Test Entity and position (10.0, 20.0, 15.0).“

respondMessage2: “I confirm the receipt of the message.”

sendMessage3: “Thanks!”

respondMessage3: “You are welcome. Closing connection.”

Note: Not all the “System.out.println()” were represented on the sequence diagram.

System.out.println()

socket.close()

clientConnection.close()

System.out.println()

System.out.println()

sendMessage3

respondMessage3

sendMessage2

respondMessage2

System.out.println()

System.out.println()

System.out.println()

System.out.println()

sendMessage1

respondMessage1

System.out.println()

getPort()

port

getLocalPort()

new Entity()

Entity

(10

System.out.println()

new ServerSocket()

“Console”

Server

Client

Entity

new Socket()

serverSocket.accept()