States of the server side session (active object based)

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- ready_to_start — Initial state after construction of the session
- external usage of socket() with external acceptor to establish connection → connection established (accepted)
- reset()
- async_start(…, start_handler) → start_in_progress
- successful start → started
- unsuccessful start → stop_in_progress
- async_stop(…, stop_handler) → stop_in_progress
- stopped