```
stream input counters
        response
+ ~stream input counters
response()
+ get counter valid()
+ get counter by name()
stream input counters
      response imp

    m counters valid

- m counters block
- m frame
- m size
- m_position
+ stream input counters
 response imp()
+ ~stream_input_counters
response_imp()
+ get_counter_valid()
```

+ get counter by name()