```
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()
```