```
std::basic_string<
         Char >
             < char >
   std::basic_string<
         char >
       std::string
              +serial
             +name
             +media
              module
              +addr
lime::ConnectionHandle
+ index
+ ConnectionHandle()
+ ConnectionHandle()
+ serialize()
+ ToString()
             -_handle
   lime::IConnection
# callback_logData
+ IConnection()
+ ~IConnection()
+ GetHandle()
+ IsOpen()
+ GetDeviceInfo()
  TransactSPI()
+ WriteLMS7002MSPI()
+ ReadLMS7002MSPI()
+ WriteI2C()
+ ReadI2C()
and 28 more...
             -port
  BoardLoopbackStore
 mLoopbackState

    LoopbackCtrAddr

+ BoardLoopbackStore()
+ ~BoardLoopbackStore()
+ BoardLoopbackStore()
```

~BoardLoopbackStore()