

noncopyable

```
classDiagram
    class noncopyable {
    }
    class Acceptor {
        - loop_
        - acceptSocket_
        - acceptChannel_
        - newConnectionCallback_
        - listenning_
        + Acceptor()
        + setNewConnectionCallback()
        + listenning()
        + listen()
        - handlRead()
    }
    noncopyable <|-- Acceptor
```

The diagram shows a class hierarchy. At the top is a class named 'noncopyable' with an empty body. Below it is a class named 'Acceptor'. A red arrow points from 'Acceptor' to 'noncopyable', indicating that 'Acceptor' inherits from 'noncopyable'. The 'Acceptor' class has private attributes and public methods listed in its body.

Acceptor

- loop\_
- acceptSocket\_
- acceptChannel\_
- newConnectionCallback\_
- listenning\_

- + Acceptor()
- + setNewConnectionCallback()
- + listenning()
- + listen()
- handlRead()