

noncopyable



TimerQueue

- loop_
- timerfd
- timerfdChannel_
- timers
- callingExpiredTimers_
- activeTimers_
- cancelingTimers_

- + TimerQueue()
- + ~TimerQueue()
- + addTimer()
- + cancel()
- addTimerInLoop()
- cancelInLoop()
- handleRead()
- getExpired()
- reset()
- insert()