

## ***WebsocketServer***

- ws\_sessions\_m : std::list< std :: weak\_ptr < ws\_session > >
- ws\_sessionsMutex\_m : std::mutex
- address : net::ip::address const
- port : unsigned short const
- threadCnt : int const
- listener\_m : std::shared\_ptr< listener >
- ioThreads : std::vector< std :: thread >

- + WebsocketServer() «constructor»
- + ~ WebsocketServer() «destructor»
- # addSession(ws\_session\_p : std::shared\_ptr< ws\_session >)
- # removeDeletedSessions()
- # publishToAllSessions(msg : const ws\_message&)
- # ws\_dispatch(msg : const ws\_message&, ws\_session\_ : std::shared\_ptr< ws\_session >)*
- ioc() : net::io\_context
- ctx() : ssl::context