## srsran::rlc\_tx\_upper layer data interface

- + rlc\_tx\_upper\_layer \_data\_interface()
- + ~rlc\_tx\_upper\_layer \_data\_interface()
- + rlc\_tx\_upper\_layer \_data\_interface()
- + operator=()
- + rlc\_tx\_upper\_layer data interface()
- + operator=()
- + handle\_sdu()
- + discard sdu()

# srsran::rlc\_tx\_lower layer interface

- + rlc\_tx\_lower\_layer interface()
- + ~rlc\_tx\_lower\_layer \_interface()
- + rlc\_tx\_lower\_layer interface()
- + operator=()
- + rlc\_tx\_lower\_layer interface()
- + operator=()
- + pull pdu()
- + get buffer state()

#### srsran::rlc tx metrics

- + num sdus
- + num\_of\_pulled\_sdus
- + num\_sdu\_bytes
- + num dropped sdus
- + num discarded sdus
- + num\_discard\_failures
- + sum\_sdu\_latency\_us
- + num\_pdus\_no\_segmentation
- + num\_pdu\_bytes\_no\_segmentation
- + mode
- + tm
- + um
- + am
- + mode specific

## srsran::rlc\_tx\_entity

- # logger
- # metrics
- # upper\_dn
- # upper\_cn
- # lower\_dn
- # pcap
- + get metrics()
- + reset\_metrics()
- # rlc\_tx\_entity()

### srsran::rlc\_tx\_um\_entity

- + rlc\_tx\_um\_entity()
- + handle\_sdu()
- + discard\_sdu()
- + pull\_pdu()
- + get\_buffer\_state()