

## srsran::ue\_channel \_state\_manager

- + ue\_channel\_state\_manager()
- + get\_latest\_csi\_report()
- + update\_pusch\_snr()
- + get\_pusch\_snr()
- + get\_wideband\_cqi()
- + get\_nof\_dl\_layers()
- + get\_nof\_ul\_layers()
- + get\_precoding()
- + handle\_csi\_report()
- + handle\_phr()